

PRIMA OFFICIAL GAME GUIDE

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introduction

Ninja Gaiden II released on the Xbox 360 in early 2008. Now the Xbox hit makes a long-awaited appearance on the PlayStation 3 in the form of *Ninja Gaiden Sigma 2*. On the surface, the two games are similar, but if you take a closer look, you'll find new playable characters, additional chapters added to the story mode, online co-op Team Mission mode, and a new set of missions to challenge your Ninja skills.

PROLOGUE

Long ago, before history began, darkness enveloped the world. The Lord of all Fiends, the Archfiend, let loose his evil minions, and humanity's wails of pain and sorrow filled the air.

All seemed hopeless, until the earthquakes began. The ground split, and from its depths, Dragons emerged. Ferocious and wild, they tore at the roots of evil. The bravest humans joined the fight, and together, men and Dragons drove the Archfiend deep into the earth, locking him away forever.

Their duty done, the Earth Dragons departed and the ground closed behind them. But those warriors who fought beside the Dragons vowed to stay vigilant against the threat of evil. These warriors were so fierce that they soon became known as Dragons themselves. Members of their bloodline, called the Dragon Lineage, have protected our world ever since.

The modern descendents of the Dragon Lineage, the Hayabusa Ninja Clan, still upholds their ancient oath. Their village, hidden among the mountains of Japan, guards many precious artifacts vital in the war against evil.

Above all else, the Hayabusa Ninja Clan treasures the Dragon Sword. Carved from the fang of a Dragon, this sword hungers for the blood of Fiends, and the Dragon Lineage has always kept it well fed. Passed down through the eons to the current heir, the Dragon Sword now rests in the grip of the young but deadly Ninja, Ryu Hayabusa. It is considered one of the most powerful weapons in existence, but its true strength now lies dormant, waiting to be reunited with the legendary Eye of the Dragon.

Hayabusa Village's most dangerous and dreaded artifact, however, is the Demon Statue. Though the details are lost to legend, the Demon Statue helped seal the Archfiend within his earthly prison and banished his Greater Fiends to eternal slumber. For this reason, the Hayabusa Ninja Clan guards the statue with their lives. They do not dare to imagine the hell that would be unleashed if the Demon Statue ever fell into the wrong hands....

GUIDE OVERVIEW



Chapter 2: The Way of the Ninja covers the most basic elements of *Ninja Gaiden Sigma 2*. Not everyone has played *Ninja Gaiden* before, and this chapter caters to those who may not have played any of the previous games. It covers all of the basics from attacking and defending to exploring the world of Ryu Hayabusa.



Chapter 3: Ninja Items provides a detailed look at all of the items that you'll come across as you play through the game. Everything you need to know about each item can be found in this chapter, including strategies on how best to use each item. Many of the items in *Ninja Gaiden Sigma 2* are rare or your character can only hold limited quantities. Knowing how and when to use these items can mean the difference between life and death for your character, making this chapter extremely important on your path to enlightenment.



Chapter 4: *Ninja Weaponry and Ninpo* takes an in-depth look at the weapons and ninpo magic that apply to all four playable characters. Many of the weapons in *Sigma 2* can be used against a wide variety of enemies, while others have very specific uses. This chapter covers each weapon in depth, including a list of all available combos.



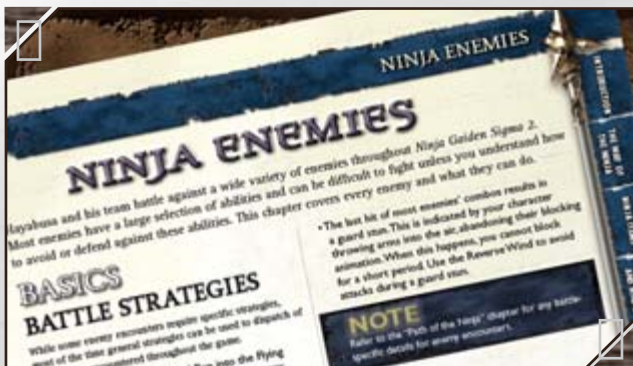
Chapter 7: *Team Missions* covers every mission in the Team Missions mode. This includes the enemies you'll face and the best single- and multiplayer strategies you'll employ to quickly progress through the missions. Everything you need to know to be prepared for each mission is included in this chapter.



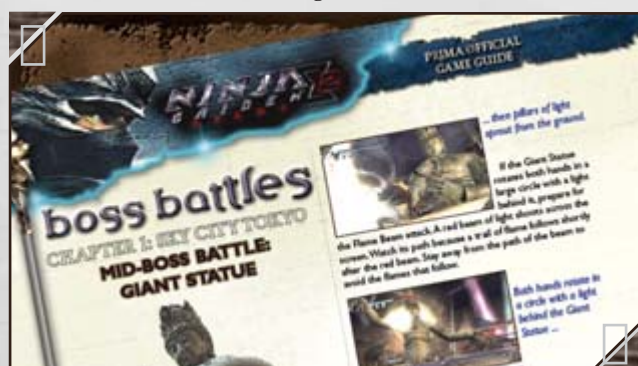
Chapter 5: *Ninja Training* covers all of the offensive and defensive techniques you'll need to make your way through the game. It provides insight into how and when to use each technique in combat, and how to traverse the world of *Ninja Gaiden Sigma 2* to find hard-to-reach or hidden items.



Chapter 8: *Path of the Ninja* provides a detailed walkthrough of every chapter on the Path of the Warrior difficulty setting. This includes the first appearance of each enemy, where you'll find items, containers, corpses, Muramasa Shops, and crystal skulls, how to handle each mob of enemies, and even mid-boss and final boss strategies.



Chapter 6: *Ninja Enemies* details every enemy you'll come across in *Ninja Gaiden Sigma 2*, excluding bosses. Each enemy is separated into a variety of classes with vital statistics that will help you learn which techniques and weapons to use to make quick work of them. You'll also find useful information such as which chapter each enemy first appears in.



Chapter 9: *Boss Battles* takes the mid-boss and final boss battle strategies from Chapter 8 and puts them in a quick and easy reference chapter. If you're having trouble with a particular boss, instead of searching through the "Path of the Ninja" chapter, you can turn to this chapter and get right to the boss battle strategies.

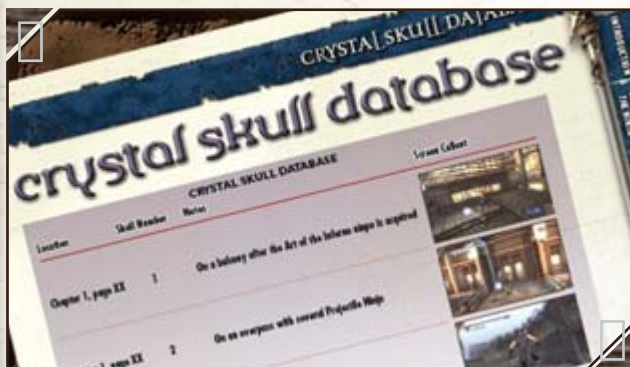
NINJA GAIDEN SIGMA 2

DEFAULT CONTROLLER CONFIGURATION

ACTION	NOTATION
General Movement	Left Analog Stick
Camera Control	Right Analog Stick
Center Camera	[R1]
Camera Zoom	R During First-Person View
First-Person View	Hold [L2]
Quick Attack	■
Strong Attack	▲
Projectile Attack	●
Ninpo	▲+●
Jump	×
Block	[L1]
Wind Run	■+×
Guillotine Throw	■+× while jumping near enemy
Counterattack	[L1]+■ or [L1]+▲ when attacked
Escape	Rapidly Press ×, ▲, ●, ■, ⇐ or ⇒
Obliteration Technique	▲ near a grounded or wounded enemy
Ultimate Technique	Hold ▲ until your character glows blue
Ultimate Technique 2	Hold ▲ until your character glows red
Dive Underwater	Hold ×
Swim	×
Run on Water	Repeatedly tap ×
Interact	●
Quick Menu	⇧ OR ⇩
Game Settings Menu	[SELECT]
Pause Menu	[START]
Equip / Select Item	× in Menu screen



Chapter 10: Secrets and Trophies details all of the unlockable content in *Ninja Gaiden Sigma 2*, as well as the PlayStation 3 trophies and how to earn them as you progress through the game.



Chapter 11: Crystal Skull Database takes all of the crystal skull locations from Chapter 8 and puts them in one easy-to-read database. If you're missing a handful of crystal skulls, take a look at this chapter instead of scouring through the "Path of the Ninja" chapter.

CONTROL KEY

There are multiple controller configurations available in *Ninja Gaiden Sigma 2*. Use whichever configuration feels best to you. However, for ease of use this guide refers to the default controller configuration (Type A).



the way of the ninja

Before you can become a master Ninja and expertly slash your way through *Ninja Gaiden Sigma 2*, there are several basics that you must first understand about Ryu Hayabusa and his various abilities. This chapter covers everything you need to know to form a basis to learn the more advanced ninja techniques that are required to complete the game.

GAME BASICS

QUICK MENU



Use the Up or Down on the directional pad to pause the game and change your current melee or projectile weapon, ninpo spell, or use certain items. When fighting against a large number of opponents, the quick menu allows you to make changes without losing focus. This is especially useful during boss battles when it may be necessary to use a health item while being attacked.

HEALTH GAUGE



The health gauge indicates how much health your character has. There are three different indicators within the health gauge. The blue bar indicates your character's current health level. When the blue bar disappears, your character is dead. The red bar indicates the damage your character is sustaining. The larger the red bar grows, the smaller the blue bar becomes. The black bar indicates health that cannot be restored via the Health Regain ability. However, various health items can restore lost health, even the black bar areas. During battles, keep a close eye on your character's health gauge and use health-restoring items as needed.

HEALTH REGAIN



When a battle comes to an end ...

... your health gauge replenishes.



At the end of each battle the red bar within your character's health gauge is automatically replenished. Your character can die if he takes too much damage during a battle, but a skilled player who pays close attention to the health gauge can save healing items by allowing the health regain ability to replenish their character's health gauge at the conclusion of a battle. There are many instances in the game where you must fight multiple enemies or groups of enemies without the ability to replenish your stock of health items. This is where the health regain ability is most important, as it can replenish your health between battles without the use of an item.

KI GAUGE



The Ki gauge indicates how many times your character can use ninpo magic. When you learn the first ninpo magic spell, your character has three Ki gauge flames, indicating three uses of ninpo magic. The Spirit of the Devils item adds one additional flame to the Ki gauge.

WEAPONRY



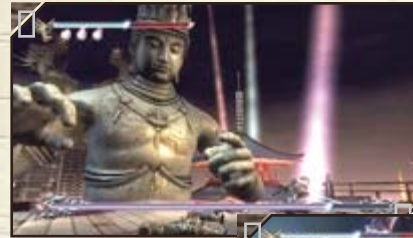
Throughout the game, each character has access to a multitude of weaponry, both melee and projectile. The attack range, power, and speed of each weapon varies. Each weapon has a different use depending on the type and number of enemies you are fighting as well as the surrounding environment. A weapon with long range is less useful in close quarters than it is when fighting in an open area.

ITEMS



You will come across a wide variety of items as you travel through the world of *Ninja Gaiden Sigma 2*. Some items replenish your character's health or Ki gauge, while others may be used to open doors or solve puzzles. Many items, such as the Herb of Spiritual Life, can be restocked at the Muramasa Shops, while some, such as the Jewel of the Demon Seal are very rare and should be used only when necessary or after careful thought.

BOSS BATTLES



Mid-boss battle.

Final Boss battle.



There are two types of boss battles in *Ninja Gaiden Sigma 2*. The first is the mid-boss battle, where you must face off against an opponent that is much stronger than the average enemy. The second is a final boss battle that concludes the current chapter of the game. Most bosses cannot be stunned by your character's strong attacks, and can counterattack or parry at will. Each boss must be fought with a specific strategy to defeat them with your character taking the least amount of damage.

NOTE

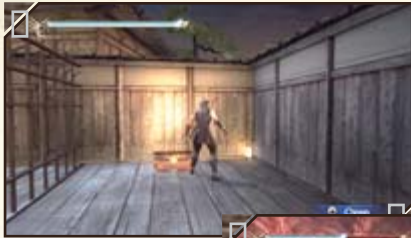
For specific boss battle strategies refer to the "Path of the Ninja" and "Boss Battles" chapters.

SAVE POINTS



Earth Statues are scattered throughout each chapter. These statues allow you to fully replenish your character's health gauge and save your game progress. Each Earth Statue can replenish your character's health gauge only one time, however, the save function can be accessed repeatedly. If there are any enemies near an Earth Statue, they must be defeated before you can access the save point or restore your character's health gauge.

CONTAINERS AND CORPSES



Container

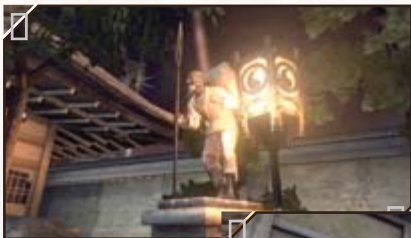


Corpse

Throughout the game, you will come across

containers and corpses of dead enemies. Examine these to find various items ranging from technique explanations to health and Ki-related items. Some containers and corpses are located in remote areas, so explore each chapter to ensure you do not miss these free items.

MURAMASA SHOP



Yellow-light Muramasa Shop.



Blue-light Muramasa Shop.

At various locations within each chapter, you can access the Muramasa Shop and use Yellow Essence to restock on various health and Ki-related items. There are two different Muramasa Shops, represented by the color of the light at each shop. A blue light indicates that the shop has the ability to upgrade your melee weapons. Each weapon has a maximum of three levels, but you can only make a single upgrade at each blue-light shop. After upgrading your weapon, you can browse the normal yellow-light shop, which allows you to purchase various items. While some items can be found for free in containers or on corpses, it is best to restock your items fully at every Muramasa Shop to prevent your lacking an item at a crucial time, such as a boss battle.

ESSENCE



Yellow Essence



Red Essence



Blue Essence

You will encounter three different types of Essence as you progress through the game. Yellow Essence is the most common and represents the in-game currency of *Ninja Gaiden Sigma 2*. Red Essence is very rare and replenishes your character's Ki gauge. Most enemies drop Essence after they have been defeated, but it can also be found in containers. Also, if a container holds an item that you do not have room for in your inventory, the item in the container is replaced by Essence.

KARMA

Your karma score is a rating of how well you perform during combat in the Chapter Challenge mode. Every time you defeat an opponent you receive karma points. You will receive a bonus to your karma points by consecutively defeating multiple enemies, executing combos, and using special techniques such as the Obliteration Technique. At the end of each chapter your karma score is added to the total number of kills, Essence collected, ninpo magic remaining, and completion time to calculate your ninja ranking.

KARMA SCORE BONUSES

- Killing Spree — 3000
- Instant Kill — 3000
- Obliteration Technique — 3000
- Ultimate Technique 1 — 2000
- Ultimate Technique 2 — 5000
- Enemy Kill — 1000
- Combo Hit Total x 10

CHAPTER CHALLENGE BONUSES

- Kills
- Essence
- Ninpo Remaining
- Play Time
- Total Karma Score

NINJA ARTS ATTACKING



Weak attack



Strong attack

There are two different kinds of attacks in the game: weak and strong. Weak attacks do not inflict much damage, but they execute quickly. Strong attacks take longer to execute than weak attacks, but they inflict more damage and can stun many enemies, preventing them from attacking you. Each weapon in the game has a variety of weak and strong attacks that change based on the current level of the weapon and your character's positioning. It is also possible to attack with projectile weapons or ninpo magic.

DEFENDING



There are several ways to defend or avoid enemy attacks. You can block an attack, while blocking you can dodge in any direction or counterattack, and you can jump to avoid many projectile attacks. Some defensive measures are better than others, depending on the situation. However, when you're in a pinch, blocking should be your first reaction because it will stop a vast majority of attacks from inflicting damage. In addition, many defensive abilities are initiated while blocking.

COMBOS



It is possible to chain together a series of strong and weak attacks to create a combo. Against most enemies, combo attacks cannot be interrupted if any of the attacks in the combo string connects. However, some of the more powerful enemies can interrupt combo attacks with a counterattack or parry. If another enemy that you are not attacking hits your character, it will also interrupt the combo. Strong and weak combo strings have similar

properties to strong and weak singular attacks. Most strong attacks used in combos briefly stun an enemy and are much less likely to get counterattacked or parried by stronger opponents. Weak attacks used in combos execute faster than strong attacks, but are more susceptible to counterattacks and parries.

NINPO MAGIC



There are many ninpo techniques that Hayabusa and his comrades can learn throughout the game. In order to use a ninpo technique, you must first find the scroll associated to the technique. Upon learning a ninpo technique, you can use it at any time, providing you have available Ki. Each technique starts at level one and can be upgraded with a Jewel of the Demon Seal item to reach up to level three. Ninpo magic is best used against a large number of enemies or during a boss battle.

ENEMIES



You battle against many different opponents throughout the game. Some are standard ninjas, such as the members of the Black Spider Clan. These lesser enemies are generally stunned by weak attacks and can be quickly defeated with one or two combos. Stronger enemies, such as demons, appear as you progress. These stronger opponents are more difficult to kill as their attacks can stun you and sometimes cannot be blocked. It is important to identify the enemy you are facing to ensure you use the best tactic to dispatch of them.

HANGING AND SWINGING



When there is a long crevasse to cross, there are times when you must use your surroundings to continue on the journey. If there is a tree branch or a pole of some sort, you can jump to it and hang or swing from it. You can also swing from pole to pole to cross wider crevices. There are many instances throughout the game where it may seem as though there's no way to continue. Keep these techniques in mind when these situations arise.



ninja items

There are many different items available throughout the game. Some items replenish your health, others affect your Ninpo magic, and some are critical items that must be obtained to get past an obstacle such as a locked door. Many items can also be purchased in the Muramasa Shop using Yellow Essence. It is also possible to upgrade melee weapons at the shop.

HEALTH ITEMS

GRAINS OF SPIRITUAL LIFE



In most cases, health items won't be used until Hayabusa's health gauge is low. The Grains of Spiritual Life item almost completely replenishes Hayabusa's health gauge. This should be the first health item used if available to avoid wasting multiple Herbs of Spiritual Life to replenish the same amount of health as a single Grains of Spiritual Life item.

HERB OF SPIRITUAL LIFE

A single Herb of Spiritual Life item only replenishes a small amount of Hayabusa's health gauge. These should be reserved for use when all Grains of Spiritual Life have been exhausted. Due to the health regain ability, the amount of Blue Essence found throughout each chapter, and the high price of this item in the Muramasa Shop, do not use the Herb of Spiritual Life unless Hayabusa's health gauge is at 50 percent or less, or a boss battle is coming up.



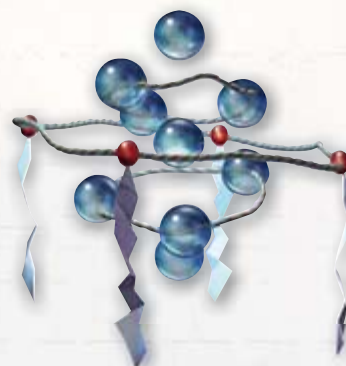
LIFE OF THE GODS

When nine Life of the Gods items have been collected and used, Hayabusa's health gauge increases in size. You can hold on to them and use nine at once, or use them as you come across them. Either way, Hayabusa's health gauge will not increase until you have obtained nine of these. It is possible to purchase the items from the Muramasa Shop, but they are among the most expensive items available. Do not spend Yellow Essence on them until you have fully upgraded your preferred weapons.



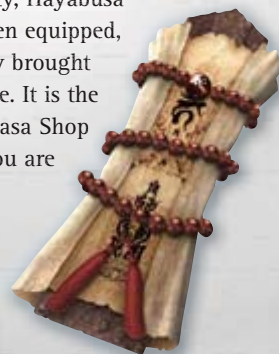
LIVES OF THE THOUSAND GODS

This item cannot be purchased in the Muramasa Shop, but a single Lives of the Thousand Gods item is equivalent to nine Life of the Gods items. This item is used automatically as soon as you come across it, to increase Hayabusa's health gauge.



TALISMAN OF REBIRTH

On the path of the Acolyte difficulty, Hayabusa starts with this item equipped. When equipped, if Hayabusa dies, he is immediately brought back to life with a full health gauge. It is the most expensive item in the Muramasa Shop and should only be purchased if you are fully stocked with the other health items. With the numerous save points throughout the game, it is generally necessary to use a Talisman of Rebirth only when fighting a boss to avoid having to restart the battle from the beginning.



HEALTH ITEMS

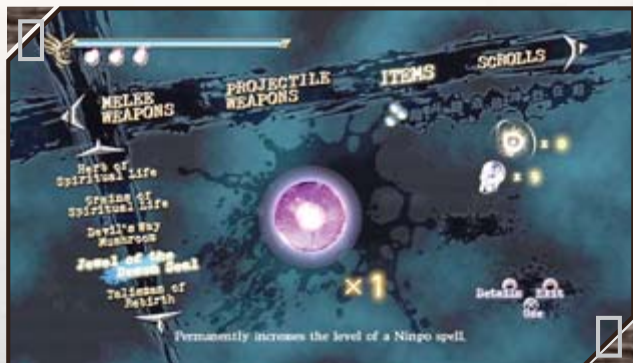
ITEM	FIRST SEEN	COST	CAPACITY	DESCRIPTION
Grains of Spiritual Life	Chapter 1	5000	3	Restores a moderate amount of health. This item is capable of healing the semi-permanent red portion of Ryu's health gauge.
Herb of Spiritual Life	Chapter 1	3000	3	Restores a small amount of health. This item is capable of healing the semi-permanent red portion of Ryu's health gauge.
Life of the Gods	Chapter 1	—	—	Collect nine of these to raise Ryu's maximum health limit.
Lives of the Thousand Gods	Chapter 1	—	—	Raises Ryu's maximum health limit.
Muramasa's Omusubi	Chapter 14	—	1	Completely restores Ryu's health and heals all lasting damage.
Talisman of Rebirth	Chapter 1	30000	1	When equipped this brings Ryu back to life, but only once.

NOTE

There is only one Muramasa's Omusubi and it is obtained from Muramasa late in the game. It fully replenishes Hayabusa's health and Ki gauges.

Ninpo magic is generally reserved for boss battles, where Devil Way Mushrooms can come in handy. Try to maintain a full stock of three Devil Way Mushrooms to unleash a devastating assault on bosses.

JEWEL OF THE DEMON SEAL



The Jewel of the Demon Seal is an extremely rare item. It increases the level of a single ninpo spell in the same way weapons can be upgraded. It cannot be purchased in the Muramasa Shop and should only be used on your most frequently used ninpo spell.

NINPO ITEMS

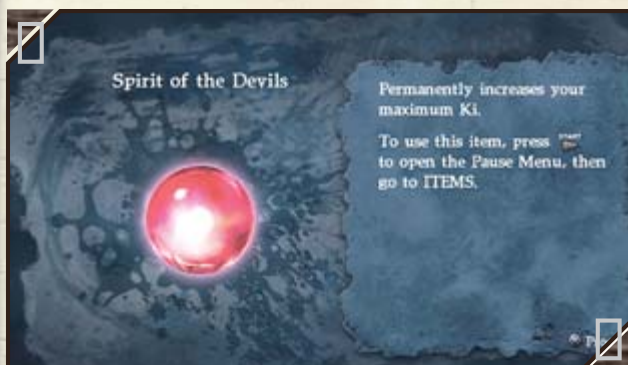


DEVIL WAY MUSHROOM



This is the ninpo version of an Herb of Spiritual Life. It replenishes a single flame in Hayabusa's Ki gauge. This is also the only ninpo item that is available in the Muramasa Shop.

SPIRIT OF THE DEVILS



As the ninpo version of the Lives of the Thousand Gods item, the Spirit of the Devils increases Hayabusa's Ki gauge by a single flame. This is a very rare item, but use it as soon as you come across one.

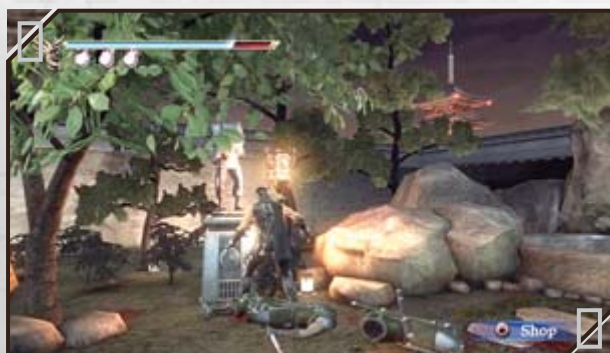
NINPO ITEMS

ITEM	FIRST SEEN	COST	CAPACITY	DESCRIPTION
Devil Way Mushroom	Chapter 1	4000	3	Restores a small amount of Ki. This item performs the same function as Red Essence.
Jewel of the Demon Seal	Chapter 4	—	—	Permanently increases the level of a Ninpo spell.
Spirit of the Devils	Chapter 6	—	—	Raises Ryu's maximum Ki limit.

MURAMASA SHOP

MURAMASA SHOP INVENTORY

ITEM	INITIAL COST	10 SKULLS	20 SKULLS	30 SKULLS	RACHEL	AYANE
Devil Way Mushroom	4000	3600	2800	2000	2000	3000
Grains of Spiritual Life	5000	4500	3500	2500	3000	4000
Herb of Spiritual Life	3000	2700	2100	1500	1500	2000
Talisman of Rebirth	30000	27000	21000	15000	10000	15000



TIP

When you obtain 10, 20, and 30 Crystal Skulls, the prices in the Muramasa Shop are discounted. The prices also change when playing as Rachel and Ayane.

ninja weaponry and ninpo

Throughout the game, you will come across a wide variety of weaponry and ninpo magic. The weapons are divided into two categories: melee weapons and projectile weapons. Melee weapons are generally geared toward close-range combat, while projectile weapons are best used from a distance. There are also four different ninpo magic spells that can save you from certain death in a time of crisis.

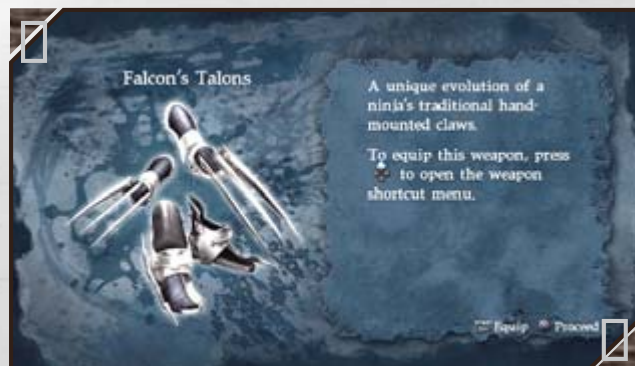
NOTE

Power and speed are rated on a scale of 1 to 5, with 5 being the highest and 1 being the lowest. Range is rated on a scale of short, medium, and long.

RYU HAYABUSA



MELEE WEAPONS



There are three levels for every melee weapon except the True Dragon Sword and the Blade of the Archfiend. Weapons can be upgraded via the Muramasa Shops scattered throughout the game. Under most circumstances you can only upgrade one level at a time, however, there are a few instances late in the game when it is possible to upgrade a weapon from Level 1 to Level 3.

BLADE OF THE ARCHFIEND



BLADE OF THE ARCHFIEND DETAILS

Power: 5

Speed: 3

Range: 3

Location: Chapter 17

History: When the Dragon Sword and the Blade of the Archfiend are wielded together, the enormity of their combined ancient power is immeasurable. Although the cursed Blade of the Archfiend has been described in legends since antiquity, the circumstances of its origin are unknown. One prevailing theory suggests that the blade was forged from the molten remains of an iron meteorite that had been breathed upon by the Archfiend. When the Archfiend's evil magic that is trapped inside the sword reacts to the power of the wielder, sparks run up and down the length of the blade.

The inscription on the blade's surface is written in divine characters that are incomprehensible to humans. One interpretation of its meaning reads, "Praise be the order brought forth from the very edge of chaos." The Blade of the Archfiend has been passed down through the generations to the most ruthless and powerful members of the Black Spider Clan and was the favored weapon of their leader, the Ninja Overlord Genshin.

The Good: The Blade of the Archfiend is the fourth level of the Dragon's Claw and Tiger's Fang. It is identical to the Dragon's Claw and Tiger's Fang except that the two swords used are the True Dragon Sword and the Blade of the Archfiend. This effectively resolves the attack speed issues that plague the

Dragon's Claw and Tiger's Fang. In addition to the enormous amount of attack power these two blades contain, there are very few situations in which the Blade of the Archfiend is not the preferred weapon.

The Bad: There is no singular glaring problem with the Blade of the Archfiend. However, it does not have the attack range of the Kusari-gama, and its attack speed can be a minor issue against large numbers of fast opponents.

The Bloody: Take out a group of opponents with the Ultimate Technique, then use the Obliteration Technique to finish off any foes that can still stand to create a bloodstained work of art.

BLADE OF THE ARCHFIEND COMBOS

LEVEL 1 COMBOS	NOTATION
Falling Flowers	■ ■ ■ ■ ■
Mahayana Blade	■ ■ ■ ■ ▲
Double Lightning Strike	■ ■ → + ■ ■
Falling Dragon	■ ■ ■ ■ → + ■
Double Zhong Kui Slash	■ ▲ ■
Mighty Zhong Kui	■ ▲ ■ ■ ■ ■
Zhong Kui Izuna (Throw)	■ ▲ ■ ■ ■ ▲
Fire Dragon Spinning Descent	■ ▲ ▲
Purgatory Slash	■ Hold ▲
Twin Conynuous Slash	→ + ■ ■
Flying Dragon	→ + ■ ▲
Swooping Dragon Fang	▲ ▲ ▲ ▲
Rolling Haze Slash	Hold ▲
Path of the Demon Dragon	Ultimate Technique
Eight Heavenly Dragons	Ultimate Technique 2
Rising Earth Blade	→ + ▲
Purgatory Slash	→ + Hold ▲
Silent Gale	While Running ■
Gale Rising Slash	While Running ▲
Sokaku's Secret Blade	While Blocking ■
Sokaku's Dissecting Slash	While Blocking ▲
Ground Roll	Obliteration Technique
Double Zhong Kui Slash	While Jumping ■
Mighty Zhong Kui	While Jumping ■ ■ ■ ■
Zhong Kui Izuna (Throw)	While Jumping ■ ■ ■ ▲
Spin Slash	While Jumping ▲
Flying Swallow	While Jumping Toward Enemy
Divine Hawk Flying Sparrow	While Wall Running ■ or ▲
Divine Hawk Twin Blades	On Wall ■
Descending Divine Hawk	On Wall ▲
Divine Hawk Dancing Blades	During Flying Bird Flip ■
Flying Bird Descent	During Flying Bird Flip ▲
Flying Water	While Running on Water ■ ■ ■
Aqua Chasm	While Running on Water ■ ▲
Flying Hawk	While Running on Water ▲
Aqua Chasm	At Water Surface ■ ▲
Heavenly Bay	At Water Surface ▲
Root of the Lotus	Underwater ■
Water Dragon Blade	Underwater ▲

LEVEL 2 COMBOS

LEVEL 2 COMBOS	NOTATION
Blade of Nirvana	■ ■ ■ ■ ▲
Blade of Dharma's Way	■ ■ ▲ ▲
Lightning Pierce	■ ■ ⇒ + ■ ■ ■
King Slayer	■ ■ ⇒ + ▲
Zhong Kui Heavenly Sparrow	■ ▲ ■ ■ ■ Pause ▲
Dragon Slaying Sparrow	■ ▲ ■ ■ ■ Pause ▲ Hold When Hitting Wall
Falling Dragon Slayer	■ ▲ ■ ■ ■ Pause ▲ When Hitting Wall ■
Spinning Dragon Slayer	■ ▲ ■ ■ ■ Pause ▲ When Hitting Wall ▲
Bird and Dragon	■ ▲ ■ ■ ■ Pause ▲ When Hitting Wall ✕
Falling Zhong Kui	■ ▲ ■ ■ ▲
Wind and Clouds	■ Hold ▲ ▲
Twin Cross Cut	⇒ + ■ ■ ■
Descending Dragon	⇒ + ■ ■ ▲
Gale Cross Cut	While Running ■ ■
Gale Falling Slash	While Running ▲ ▲
Rise to Heaven	← ↖ ↑ ↗ → ↘ ↓ ↙ + ▲

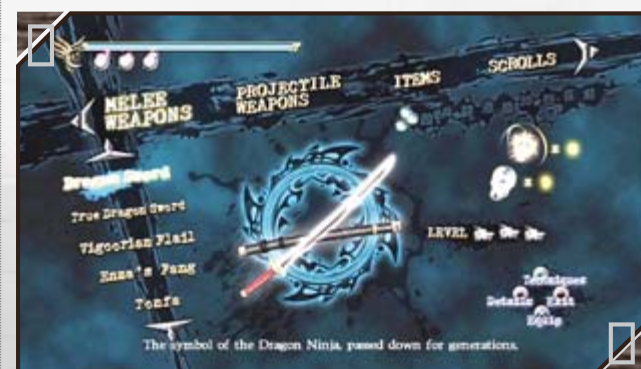
LEVEL 3 COMBOS

LEVEL 3 COMBOS	NOTATION
Penetrating Lightning	■ ■ ⇒ + ■ ■ ■ ■
Bladed Wind	■ ■ ⇒ + ■ ▲
Emperor Slayer	■ ■ ⇒ + ▲ ▲
Spinning Zhong Kui	■ ▲ ■ ■ ■ ■ ▲
Great Dragon Slayer	■ ▲ ■ ■ ■ Pause ▲ When Hitting Wall ▲ ▲
Zhong Kui Whirlwind	■ ▲ ■ ■ ■ ▲
Spinning Fire Dragon	■ ▲ ▲ ▲
Divine Blade	■ Hold ▲ ▲ ▲
Great Chasm	▲ ▲ → + ▲
Spinning Zhong Kui	While Jumping ■ ■ ■ ■ ▲
Whirlwind Slash	While Jumping ▲ ▲
Spinning Divine Hawk	On Wall ▲ ▲
Flying Bird Spin	During Flying Bird Flip ▲ ▲

LEVEL 4 COMBOS

LEVEL 4 COMBOS	NOTATION
Underworld Drop (Throw)	■ ■ → + ▲ ▲ ▲ ▲
Blade of the Mind	■ ■ → + ▲ ▲ ▲ ▲ ▲
Underworld Drop (Throw)	■ Hold ▲ ▲ ▲ ▲ ▲
Blade of the Mind	■ Hold ▲ ▲ ▲ ▲ ▲ ▲

DRAGON SWORD



DRAGON SWORD DETAILS

Power: 3

Speed: 3

Range: 3

Location: Chapter 1

NINJA WEAPONRY AND NINPO

History This legendary Japanese sword has been passed down through the generations to the Dragon Lineage's current heir. Its amazingly sharp blade, carved from the fang of an ancient Dragon, is responsible for the deaths of evil beings too numerous to count. As long as the sword remains on this earth, it may only be wielded by a descendant of the Dragon Lineage bloodline. Ryu Hayabusa now carries the sword, just as his father, Joe Hayabusa, did before him.

During the Dark Dragon Blade Incident one year ago, Ryu took up the Dragon Sword in his father's absence. Ryu defeated a multitude of powerful enemies and avenged his clan, but he was still not the true possessor of the Dragon Sword. Joe, still healthy and strong, did not want to needlessly rush the handing down of the sacred blade. However, after witnessing Ryu's bravery, valor, and strength during this Incident, Joe resolved to pass down the legendary weapon to his son.

The Good: Hayabusa's default melee weapon is one that can be used in almost any situation. It is the most balanced weapon in the game, having average power, speed, and range, while not excelling or falling short in any one category. It's fast enough to be used against a crowd of enemies, but its range can be an issue when being attacked from all angles.

The Bad: Against stronger opponents, many of the Dragon Sword's combos become significantly weaker due to the fact that these opponents cannot be launched into the air. Since many of the weapon's best combos transition from the ground into the air, this dramatically weakens its effect against such opponents. The weapon's main strength comes in the Flying Swallow Technique, which allows Hayabusa to damage multiple opponents while simultaneously avoiding their attacks.

The Bloody: Against weaker opponents, many of the Dragon Sword's combos can deliver a finishing blow to an opponent in fewer attacks than any other weapon in the game.

DRAGON SWORD COMBOS

LEVEL 1 COMBOS	NOTATION
Piercing Dragon's Fang	■ ■ ■ ■ ■
Tiger Roar	■ ■ ▲
Seal of Ten	■ ■ → ■ ■
Three Lights	■ ■ → ■ ▲
Blade of the Empty Air	■ ▲ ■
Whirlwind in Empty Sky	■ ▲ ■ ■
Triple Whirlwind in Empty Sky	■ ▲ ■ ■ ■
Blade of Nirrti	■ ▲ ■ ■ ■ ■
Izuna Drop (Throw)	■ ▲ ■ ■ ■ ■ ▲
Scarlet Dragon	▲ Hold ■
Windmill Slash	→+ ■
Violent Wind	→+ ■ ■ →+ ■
Piercing Wind	→+ ■ ■ →+ ▲
Crimson Tempest	▲ ▲
Haze Straight Slash	Hold ▲
Azure Dragon	→+ ▲
Scarlet Dragon	→+ Hold ▲
Violent Wind	While Running ■
Piercing Wind	While Running ▲
Deep Crimson	While Blocking ■ ■
Gleaming Cross	While Blocking ▲
Blade of the Empty Air	While Jumping ■
Blade of Nirrti	While Jumping ■ ■ ■ ■ ■
Izuna Drop (Throw)	While Jumping ■ ■ ■ ■ ▲
Helmet Splitter	While Jumping ▲

Air Destruction Slash	While Jumping Forward ■
Falling Dragon Blade	While Jumping ▲
Flying Swallow	While Jumping or Wall Running →+ ▲
Flying Dragon Blade	On Wall ■
Cicada Slash	On Wall ▲
Divine Flying Dragon	During Flying Bird Flip ■
Divine Cicada Slash	During Flying Bird Flip ▲
Divider of Waves	While Running on Water ■ ■
Blade of Empty Water	While Running on Water ■ ▲ ■
Aquatic Flying Sparrow	While Running on Water ▲
Heavy Mists	At Water Surface ■
Flying Osprey	At Water Surface ▲
Demon Shark	Underwater ■
Great Demon Shark	Underwater ▲
Oblivion Cross Cut	Ultimate Technique
Blade of the Dragon's Scales	Ultimate Technique 2
Rising Dragon	Obliteration Technique

LEVEL 2 COMBOS

Fang of the Wolf	■ ■ ▲ ▲
Ikaruga	■ ■ ▲ → ▲
Wrath of Izanagi	■ ■ → ■ ■ ▲
Blade of Susano'o	■ ■ ■ ■ ■ ■
Violent Gale	→+ ■ ■ →+ ■ ■
Dragon of Heaven	→+ ■ ■ →+ ▲ ▲ →+ ▲
Dragon of Earth	→+ ■ ■ →+ ▲ ▲ →+ Hold ▲
Undefeatable Demon	▲ ▲ ▲
Violent Gale	While Running ■ ■
Dragon of Heaven	While Running ▲ ▲ →+ ▲
Dragon of Earth	While Running ▲ ▲ →+ Hold ▲
Flying Crane	← ↖ ↗ → ↘ ↙ ↘ ↙ ▲
Azure Swallow	While Jumping Forward →+ ▲ ▲
Spinning Blade	While Landing ■
Blade of Empty Seas	While Running on Water ■ ▲ ■ ■

LEVEL 3 COMBOS

Dragon Tear	■ ■ ■ →+ ■
Fortuitous Phoenix	■ ■ ▲ ▲ ▲ ▲ ▲
Gleaming Blade	← ↖ ↗ ↘ ↙ ↘ ↙ ▲ Hold ▲
Roaring Blade	← ↖ ↗ ↘ ↙ ↘ ↙ ▲ Hold ▲ (Partial Charge)
Annihilating Gleam	← ↖ ↗ ↘ ↙ ↘ ↙ ▲ Hold ▲ (Max Charge)
Divine Flying Swallow	While Jumping Forward →+ ▲ ▲ ▲

DRAGON'S CLAW AND TIGER'S FANG

DRAGON'S CLAW AND TIGER'S FANG DETAILS



Power: 4

Speed: 2

Range: 3

Locations: Chapter 6

History: These two large Japanese swords are wielded as a pair.

It might seem difficult to hold one blade in each hand, but these swords have been modified to allow them to be wielded together. The tsuba, or hand guard, of each weapon has holes in it to reduce the weight close to the sword hand. This design, known as Musashi-tsuba, was first proposed by legendary swordsman Miyamoto Musashi. No one knows when the swords were forged, but it is rumored that each blade bears the inscription "Muramasa."

The Good: Combining the power of two swords into a single weapon, the Dragon's Claw and Tiger's Fang is one of the most powerful weapons Hayabusa finds along his journey. The Dragon's Claw and Tiger's Fang has the ability to stun stronger opponents with its Strong Attack combos. This is the weapon of choice when fighting against stronger Demons under most circumstances.

The Bad: Since Hayabusa is wielding two swords instead of one, his attack speed is reduced considerably. This is especially evident against large groups of fast opponents, where it is extremely difficult to initiate any kind of offense.

The Bloody: Against small numbers of weaker opponents, the Dragon's Claw and Tiger's Fang can dish out a finishing blow almost as fast as the Dragon Sword.

DRAGON SWORD COMBOS

LEVEL 1 COMBOS	NOTATION
Piercing Dragon's Fang	■ ■ ■ ■ ■
Tiger Roar	■ ■ ▲
Seal of Ten	■ ■ → ■ ■
Three Lights	■ ■ → ■ ▲
Blade of the Empty Air	■ ▲ ■
Whirlwind in Empty Sky	■ ▲ ■ ■
Triple Whirlwind in Empty Sky	■ ▲ ■ ■ ■
Blade of Nirrti	■ ▲ ■ ■ ■ ■
Izuna Drop (Throw)	■ ▲ ■ ■ ■ ▲
Scarlet Dragon	▲ Hold ■
Windmill Slash	→+■
Violent Wind	→+■ ■ →+■
Piercing Wind	→+■ ■ →+▲
Crimson Tempest	▲ ▲
Haze Straight Slash	Hold ▲
Azure Dragon	→+▲
Scarlet Dragon	→+ Hold ▲
Violent Wind	While Running ■
Piercing Wind	While Running ▲
Deep Crimson	While Blocking ■ ■

Gleaming Cross	While Blocking ▲
Blade of the Empty Air	While Jumping ■
Blade of Nirrti	While Jumping ■ ■ ■ ■
Izuna Drop (Throw)	While Jumping ■ ■ ■ ▲
Helmet Splitter	While Jumping ▲
Air Destruction Slash	While Jumping Forward ■
Falling Dragon Blade	While Jumping ▲
Flying Swallow	While Jumping or Wall Running →+▲
Flying Dragon Blade	On Wall ■
Cicada Slash	On Wall ▲
Divine Flying Dragon	During Flying Bird Flip ■
Divine Cicada Slash	During Flying Bird Flip ▲
Divider of Waves	While Running on Water ■ ■
Blade of Empty Water	While Running on Water ■ ▲ ■
Aquatic Flying Sparrow	While Running on Water ▲
Heavy Mists	At Water Surface ■
Flying Osprey	At Water Surface ▲
Demon Shark	Underwater ■
Great Demon Shark	Underwater ▲
Oblivion Cross Cut	Ultimate Technique
Blade of the Dragon's Scales	Ultimate Technique 2
Rising Dragon	Obliteration Technique

LEVEL 2 COMBOS

Fang of the Wolf	■ ■ ■ ▲
Ikaruga	■ ■ ▲ → ▲
Wrath of Izanagi	■ ■ → ■ ■ ▲
Blade of Susano'o	■ ▲ ■ ■ ■ ■
Violent Gale	→+■ ■ →+■ ■
Dragon of Heaven	→+■ ■ →+▲ ▲ →+▲
Dragon of Earth	→+■ ■ →+▲ ▲ →+ Hold ▲
Undefeatable Demon	▲ ▲ ▲
Violent Gale	While Running ■ ■
Dragon of Heaven	While Running ▲ ▲ →+▲
Dragon of Earth	While Running ▲ ▲ →+ Hold ▲
Flying Crane	←↖↑↑→↘↓↘+▲
Azure Swallow	While Jumping Forward →+▲ ▲
Spinning Blade	While Landing ■
Blade of Empty Seas	While Running on Water ■ ▲ ■ ■

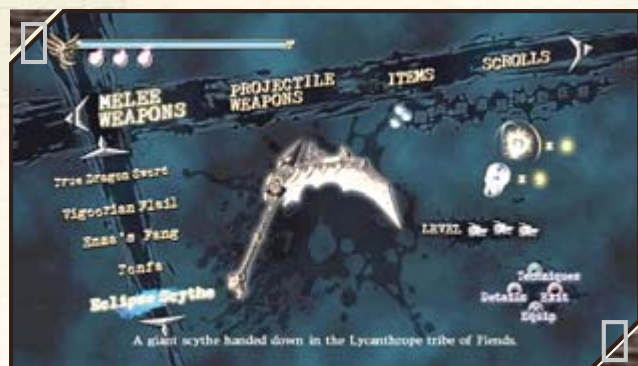
NOTATION

LEVEL 3 COMBOS

Dragon Tear	■ ■ ■ →+■
Fortuitous Phoenix	■ ■ ▲ ▲ ▲ ▲
Gleaming Blade	←↖↑↑→↘↓↘+ Hold ▲
Roaring Blade	←↖↑↑→↘↓↘+ Hold ▲ (Partial Charge)
Annihilating Gleam	←↖↑↑→↘↓↘+ Hold ▲ (Max Charge)
Divine Flying Swallow	While Jumping Forward →+▲ ▲ ▲

NOTATION

ECLIPSE SCYTHE



ECLIPSE SCYTHE DETAILS

Power: 4

Speed: 1

Range: 3

Locations: Chapter 7

History: This gigantic scythe has long been a prized weapon among the Lycanthrope tribe of Fiends.

As its name suggests, its design was inspired by the natural phenomenon of the solar eclipse. The roots of the weapon can be traced back to an ancient sacrifice ritual. When the king of an ancient Lycanthrope tribe was overthrown, his body was tossed into a vat of molten Wootz steel, also known as Damascus steel. From this steel, the scythe was forged. After being hammered into rough but solid shape, the blade of the scythe was quenched by repeatedly plunging it into the bodies of living human beings. It is said that it took a full nine days for the scythe to cool completely.

One would think that the characteristic grain pattern of Damascus steel should be visible on the scythe's surface, but at present such a texture is nowhere to be found.

The Good: The sheer power of the Eclipse Scythe allows Hayabusa to tear through most enemies. Against weaker opponents, the scythe knocks them back with every attack, greatly limiting their ability to counterattack. The Strong Attack combos of the Eclipse Scythe can even overpower larger opponents who generally cannot be stunned by weaker weapons.

The Bad: With the raw power of the Eclipse Scythe comes one major downfall. It is one of the slowest attacking weapons in the game. Against small numbers of opponents this generally isn't an issue. However, against greater numbers, it is very difficult to launch an offensive and gain any sort of momentum.

The Bloody: Hayabusa obtains the scythe from the leader of the Lycanthropes and thus the scythe has greater attack power against the Beastmen.

ECLIPSE SCYTHE COMBOS

LEVEL 1 COMBOS

NOTATION

Piercing Moon	■ ■ ■ ■ ■
Shadow Banisher (Throw)	■ ■ ■ ■ ■ Hold When Hitting Enemy
Mist Slash	■ ■ ■ ■ ■ ▲
Corpse Sweep	■ ■ ▲
Demon's Jaws	■ ▲ ▲
Round Haze	→ + ■ ■ ■
Flying Heads	▲ ▲
Serpent's Curse	Hold ▲
Underworld Eruption	Ultimate Technique
Empire Destroyer	Ultimate Technique 2
Soul Impale	→ + ▲
Shadow Banisher (Throw)	→ + ▲ Hold When Hitting Enemy
Hunted Chimera	→ + ▲ ▲
Returning Wind	While Running ■
Ring of Insanity	While Running ▲
Futile Resistance	While Blocking ■
Darkness of Hades	While Blocking ▲
Sacrificial Slice	Obliteration Technique
Hidden in Darkness (Throw)	Obliteration Technique Hold ▲ When Hitting Enemy
Immense Raven	While Jumping ■ ■
Blood Rain	While Jumping ▲
Flying Sacrifice	While Jumping Toward Enemy ▲
Infinite Sacrifice (Throw)	While Jumping Toward Enemy Hold ▲ When Hitting Enemy
Flying Sacrifice	While Wall Running ■ or ▲
Infinite Sacrifice (Throw)	While Wall Running ■ or Hold ▲ When Hitting Enemy
Wind of Revenge	On Wall ■ or ▲
Entombed Lightning	During Flying Bird Flip ■
Monstrous Raven	During Flying Bird Flip ▲
Aqua Slash	While Running on Water ■ ■
Wave of Judgment	While Running on Water ▲ ▲
Lotus Strike	At Water Surface ■
Wounds of Poseidon	At Water Surface ▲
Aquatic Illusion	Underwater ■
Sea Serpent	Underwater ▲

LEVEL 2 COMBOS

NOTATION

Death's Gate	■ ■ ■ → + ■ ■ ■
Demon Procession	■ ■ ■ ■ ▲ ▲ ▲
Death's Chariot	■ ■ ■ ▲
Reverse Waterfall	→ + ■ ■ ▲ ▲ ▲ ▲ ▲
Cries of Ares	▲ ▲ ▲
Hidden Clouds (Throw)	During Shadow Banisher ▲
Death's Gate	During Hidden Clouds ■ ■
Demon Strangler	During Hidden Clouds ▲ ▲
Graveyard Spin	← ↖ ↑ ↗ → ↓ ↘ ↙ + ▲
Massacre Sweep	← ↖ ↑ ↗ → ↓ ↘ ↙ + ▲ Hold ▲ (Partial Charge)
Extermination Sweep	← ↖ ↑ ↗ → ↓ ↘ ↙ + ▲ Hold ▲ (Max Charge)

LEVEL 3 COMBOS

NOTATION

Death's Pillar	■ ■ ■ → + ■ ■ ▲
River Styx Drop (Throw)	■ ■ ■ → + ■ ■ ▲ Hold When Hitting Enemy
Reversed Tsunami	→ + ■ ■ ■ ■ ■
Death's Pillar	During Hidden Clouds ■ ▲
River Styx Drop (Throw)	During Hidden Clouds ■ ▲ Hold When Hitting Enemy

INTRODUCTION

THE WAY OF THE NINJA

NINJA ITEMS

NINJA WEAPONRY AND NINPO

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TEAM MISSIONS

PATH OF THE NINJA

BOSS BATTLES

SECRETS & TROPHIES

CRYSTAL SKULL DATABASE

ENMA'S FANG



ENMA'S FANG DETAILS

Power: 4

Speed: 3

Range: 4

Location: Chapter 4

History: A massively powerful longsword capable of pulverizing enemies.

The blade's unusual luster is reminiscent of fine stoneware. But in reality it is actually metal, expertly forged and worked.

Metallurgical analysis reveals that the crystalline matrix of the blade actually becomes harder in the presence of blood. Shunned for this unsettling characteristic and its fearsome appearance, it slumbered for long years in the treasure vault of a certain royal family until it was discovered by a Japanese swordsmith, who rechristened it Enma, after the Ruler of the Underworld.

Some say the swordsmith was none other than Muramasa himself, although if asked, he obliquely replies that his memory isn't quite what it used to be.

The Good: Enma's Fang is very similar to the Eclipse Scythe. It is nearly identical in both power and range, but it attacks faster than the Eclipse Scythe, making it the preferred weapon in most situations if given a choice between the two. Like the Eclipse Scythe, it knocks back weaker opponents with every attack, which significantly hinders their ability to counter-attack. The Strong Attack combos of Enma's Fang execute faster than those of the Eclipse Scythe and have the same destructive power, which can overpower larger opponents who generally cannot be stunned by weaker weapons.

The Bad: The only minor setback of Enma's Fang is that it's one of the slower weapons. Against faster enemies or large numbers of opponents, it can be difficult to gain the upper hand with a slower weapon like Enma's Fang. The addition of an Izuna Drop to Enma's Fang does make it a little more useful against crowds of enemies, but it's definitely not the preferred choice unless all of the enemies are larger opponents who are difficult to stun.

The Bloody: According to legend, Enma's Fang increases in strength after it has tasted the blood of a Fiend.

ECLIPSE SCYTHE COMBOS

LEVEL 1 COMBOS	NOTATION
Piercing Moon	■■■■■
Shadow Banisher (Throw)	■■■■■ Hold When Hitting Enemy
Mist Slash	■■■■■▲
Corpse Sweep	■■▲
Demon's Jaws	■■▲
Round Haze	→+■■■
Flying Heads	▲▲
Serpent's Curse	Hold ▲
Underworld Eruption	Ultimate Technique
Empire Destroyer	Ultimate Technique 2
Soul Impale	→+▲
Shadow Banisher (Throw)	→+▲ Hold When Hitting Enemy
Hunted Chimera	→+▲▲
Returning Wind	While Running ■
Ring of Insanity	While Running ▲
Futile Resistance	While Blocking ■
Darkness of Hades	While Blocking ▲
Sacrificial Slice	Obliteration Technique
Hidden in Darkness (Throw)	Obliteration Technique Hold ▲ When Hitting Enemy
Immense Raven	While Jumping ■■
Blood Rain	While Jumping ▲
Flying Sacrifice	While Jumping Toward Enemy ▲
Infinite Sacrifice (Throw)	While Jumping Toward Enemy Hold ▲ When Hitting Enemy
Flying Sacrifice	While Wall Running ■ or ▲
Infinite Sacrifice (Throw)	While Wall Running ■ or Hold ▲ When Hitting Enemy
Wind of Revenge	On Wall ■ or ▲
Entombed Lightning	During Flying Bird Flip ■
Monstrous Raven	During Flying Bird Flip ▲
Aqua Slash	While Running on Water ■■
Wave of Judgment	While Running on Water ▲▲
Lotus Strike	At Water Surface ■
Wounds of Poseidon	At Water Surface ▲
Aquatic Illusion	Underwater ■
Sea Serpent	Underwater ▲

LEVEL 2 COMBOS

NOTATION

Death's Gate	■■■→+■■■
Demon Procession	■■■■■▲▲
Death's Chariot	■■■▲
Reverse Waterfall	→+■■■■■▲▲
Cries of Ares	▲▲▲
Hidden Clouds (Throw)	During Shadow Banisher ▲
Death's Gate	During Hidden Clouds ■■
Demon Strangler	During Hidden Clouds ▲▲
Graveyard Spin	←↖↑↗→↘↓↙+▲
Massacre Sweep	←↖↑↗→↘↓↙+▲ Hold ▲ (Partial Charge)
Extermination Sweep	←↖↑↗→↘↓↙+▲ Hold ▲ (Max Charge)

LEVEL 3 COMBOS

NOTATION

Death's Pillar	■■■→+■■■
River Styx Drop (Throw)	■■■→+■■■▲ Hold When Hitting Enemy
Reversed Tsunami	→+■■■■■
Death's Pillar	During Hidden Clouds ■▲
River Styx Drop (Throw)	During Hidden Clouds ■▲ Hold When Hitting Enemy

FALCON'S TALONS



FALCON'S TALONS DETAILS

Power: 3

Speed: 5

Range: 1

Locations: Chapter 2

History: This weapon is an evolved version of the hand claws, or teko-kagi, which have been an essential part of the Ninja's arsenal since ancient times.

The design of the claws embodies the immense power of birds of prey. The weapon features not only steel claws strapped to the hands, but bladed foot attachments as well. All Ninjas master martial arts using the hands and feet, and this weapon instantly allows them to convert their physical attacks into cutting and slashing movements. Although the claw blades themselves are short, this is more than made up for by the attachment of multiple blades to each appendage. This increases the overall cutting surface and results in devastating attack capability. Due to its savage brutality, this weapon has long been feared. In addition, because they are based on a protective gauntlet design, the claws have high defensive capability, making them extremely well-rounded weapons.

The Good: As one of the fastest weapons in the game, the Falcon's Talons work very well against a small number of opponents.

The Bad: The primary drawback of the weapon is that its range is extremely limited. Against a horde of opponents, it can be troublesome to gain the upper hand while using the Falcon's Talons.

The Bloody: Against opponents who are not clad in armor, the strength of the Falcon's Talons greatly increases. This includes Beastmen and Demons, as the Falcon's Talons shreds through their flesh and inflicts significant damage.

FALCON'S TALONS COMBOS

LEVEL 1 COMBOS	NOTATION
Lion's Roar	■ ■ ■ ■ ■
Panther Tail Kick	■ ■ ■ → + ■ ■ ■
Tiger's Crushing Jaw	■ ■ → + ■
Flying Tiger's Claw	■ ▲ ■
Continuous Tiger's Claw	■ ▲ ■ ■
Heavenly Tiger's Claw	■ ▲ ■ ■ ■
Crushing Vermilion Bird Strike	■ ▲ ■ ■ ■ ■
Izuna Drop (Throw)	■ ▲ ■ ■ ■ ▲
White Tiger Flurry	→ + ■ ■ ■ ■

White Tiger Gouge	→ + ■ ■ ■ ▲
Bared Lion's Fang (Throw)	→ + ■ ■ ■ ▲ Hold When Hitting Enemy
Bear Strike	▲ ▲
Furious Tiger Claw	▲ ▲ → + ▲
King of Beasts	Hold ▲
Claws of a Hundred Beasts	Ultimate Technique
Fury of the Divine Beasts	Ultimate Technique 2
Thunderous Earth	→ + ▲
Beast's Claw Kick	While Running ■
Charging Tiger Claw	While Running ▲ ▲
Black Tortoise of Water	While Blocking ■ ■ ■ ■
Claw of the Phantom Roc	While Blocking ▲
Bared Lion's Fang (Throw)	While Blocking ■ Hold When Hitting Enemy
Hunting Dog	Obliteration Technique
Flying Tiger's Claw	While Jumping ■
Three-Legged Bird	While Jumping ▲
Flying Swallow	While Jumping Toward Enemy ▲
Flame of the Chimera	While Jumping Toward Enemy ▲ ■ ■
Izuna Drop (Throw)	While Jumping Toward Enemy ■ ▲ ■
Flying Swallow	While Wall Running ■ or ▲
Flame of the Chimera	While Wall Running ■ ■ ■
Azure Dragon Kick	On Wall ■ or ▲
Descent of the Dragon	During Flying Bird ■
Falling Azure Dragon	During Flying Bird ▲
Moon of the Fox	During Flying Bird ▲ Hold When Hitting Enemy
Submerged Tiger Claw	While Running on Water ■ ■
Submerged Crushing Jaw	While Running on Water ■ ▲
Cry of the Phoenix	While Running on Water ▲ ▲
Water Tiger's Crushing Jaw	At Water Surface ■
Water Fox Kick	At Water Surface ▲
Fangs of the Water Dragon	Underwater ■
Water Reptile Slash	Underwater ▲

LEVEL 2 COMBOS

Heavenly Wolf	■ ■ ■ ▲ ▲ ▲ ▲
Ravenous Wolf (Throw)	■ ■ ■ Hold ▲ Hold When Hitting Enemy
Running Flame	■ ■ ▲ ▲
Vermilion Bird Strike (Throw)	■ ■ → + ▲ ▲ ▲
Piercing Wolf's Fang	■ ▲ ▲ ▲
Thunderous Lion's Roar	→ + ■ ■ ■ ■ ■ ■
White Tiger Gouge	→ + ■ ■ ■ ■ ▲
Bared Lion's Fang (Throw)	→ + ■ ■ ■ ■ ▲ Hold When Hitting Enemy
Charging Bear	▲ ▲ ▲
Furious Tiger Kick	▲ ▲ → + ▲ ▲
Gouging Wolf Claw (Throw)	▲ ▲ → + ▲ ▲ Hold When Hitting Enemy
Cry of the Phoenix	→ + ▲ ▲
Charging Tiger Kick	While Running ▲ ▲ ▲
Gouging Wolf Claw (Throw)	While Running ▲ ▲ ▲ Hold When Hitting Enemy
Ring of Nine Tails	← ↖ ↗ → ↘ ↓ ↙ + ▲
Black Tortoise of Wind (Throw)	While Blocking ■ ■ ■ ■ ■
Crushing Vermilion Bird Strike	While Jumping ■ ■ ■ ■
Izuna Drop	While Jumping ■ ■ ■ ▲
Izuna Drop	While Wall Running ■ ■ ▲
Swooping White Phoenix	On Wall ■ ■
Swooping White Phoenix	During Flying Bird ▲ ■ or ▲ ▲

LEVEL 3 COMBOS

Crushing Vermilion Bird Strike	■ ■ → + ■ ■ ■ ■ ■
Izuna Drop	■ ■ → + ■ ■ ■ ■ ▲
Wings of the Phantom Roc	■ ■ → + ■ ■ ■ ▲
Wings of the Vermilion Bird	■ ■ → + ■ ■ ▲ ▲ ▲
Surging Azure Dragon	While Running on Water ■ ■ ▲
Phantom Strike	At Water Surface ■ ■
Surging Azure Dragon	At Water Surface ■ ▲

KUSARI-GAMA



KUSARI-GAMA DETAILS

Power: 2

Speed: 4

Range: 5

Location: Chapter 6

History: The Kusari-gama, or chain-sickle, is a traditional Ninja weapon consisting of an iron weight on a chain attached to the handle of a sickle.

The Kusari-gama is capable of a vast array of free-form attack techniques, but it is difficult to control and practically useless in battle unless skillfully wielded. Made by the skilled craftsman Shishido Tessai, this particular weapon's length of chain and heft of weight are at their conceivable limit, making it even more unpredictable and difficult to wield than normal.

The legendary smith Shishido is well known for creating such strange and unique weaponry, but for whatever reason is met with much disdain by Muramasa.

The Good: Anytime Hayabusa is surrounded by a horde of enemies, this is the default weapon of choice. The combined range and speed of the Kusari-gama is virtually unmatched.

The Bad: The only truly negative aspect of the Kusari-gama is the fact that it is not a very powerful. It generally takes more hits to defeat an opponent with the Kusari-gama, compared to most of the other weapons at Hayabusa's disposal. However, this is a small price to pay when considering the speed and range of the weapon.

The Bloody: When upgraded to Level 2 or 3, a series of Strong Attack combos has enough range and speed to rack up over 100 hits against a mere handful of opponents while Hayabusa remains almost completely stationary.

KUSARI-GAMA COMBOS

LEVEL 1 COMBOS

NOTATION

Face Strike	■ ■ ■ ■ ■
Skull Shatterer	■ ■ ■ ■ ■
Hunting Heavens	■ ▲
One Hundred Feet	→ + ■ ■ ■
Spiral Attack	▲ ▲
Storm of the Six Flower	Hold ▲
Pounding Gate	Ultimate Technique 1
Dance of the Nine Dragons	Ultimate Technique 2
Sweeping Clouds	→ + ▲
Great Shears	While Running ■
Absence of Light	While Running ▲
Flowing Spin	← ↖ ↗ ↘ ↙ ↘ + ▲
Music of the Haze	While Blocking ■
Sweeping Willow	While Blocking ▲
Hunter's Slash	Obliteration Technique
Slicing Wind	While Jumping ■
One Hundred Flames	While Jumping ▲ ■ ■
Thunderous Light	While Jumping ▲ ▲
Flowing Spin	While Landing ■
Flying Scythe	While Wall Running ■ or ▲
Flowing Dragon	On Wall or During Flying Bird Flip ■
Giant Serpent Drop	On Wall or During Flying Bird Flip ▲
Waterfall Breaker	While Running on Water ■ ■
Falling Thunder Flying Sparrow	While Running on Water ■ ▲ ▲ or At Water Surface ▲ ▲ ▲
Shell Spiral	While Running on Water ▲
Giant Toad Drop	At Water Surface ■
Devastation Above	Underwater ■
Insane Agitation	Underwater ▲

LEVEL 2 COMBOS

NOTATION

Great Sweep	■ ■ ■ ■ ▲
Ear Slicer	■ ■ ■ ■ ▲ ▲ ▲
Serpent Swing	■ ■ ■ ▲ ▲ → + ▲
Midnight Blade	■ ■ ■ → + ■
Shrike Drop (Throw)	■ ■ ■ → + ■ Hold When Hitting Enemy
Flying Vine	■ ■ → + ▲
Demon Cutter (Throw)	■ ■ → + ▲ Hold When Hitting Enemy
Falling Snow	■ ▲ ▲ ▲ ■
Temple Bell Drop	■ ▲ ▲ ▲ ▲
One Hundred Flames	■ ▲ ▲ ■ ■
Flying Vine	■ Hold ▲
Demon Cutter (Throw)	■ Hold ▲ Hold When Hitting Enemy
Flying Vine	■ → + ▲
Demon Cutter (Throw)	■ → + ▲ Hold When Hitting Enemy
Fuji Drop	→ + ■ ■ ■ ■ ■
Thunderous Flying Sparrow	→ + ■ ■ ■ ■ ▲
Reverse Great Spin	▲ ▲ ▲ ▲ ▲
Dancing Maple	→ + ▲ ▲ ▲ ■
Giant Bell Drop	→ + ▲ ▲ ▲ ■
Flying Vine	→ + Hold ▲
Demon Cutter (Throw)	→ + Hold ▲ Hold When Hitting Enemy
Raging Wind	← ↖ ↗ ↘ ↙ ↘ + ▲ ▲ ▲
Flying Vine	← ↖ ↗ ↘ ↙ ↘ + ▲ ■
Demon Cutter (Throw)	← ↖ ↗ ↘ ↙ ↘ + ▲ ■ Hold When Hitting Enemy

LEVEL 3 COMBOS

NOTATION

Raging Star	■ ■ ■ ▲ ▲ ▲ ▲
Immense Tragedy	▲ ▲ ▲ ▲ ▲
Furious Whirlwind	← ↖ ↗ ↘ ↙ ↘ + ▲ ▲ ▲
Midnight Blade	← ↖ ↗ ↘ ↙ ↘ + ▲ ▲ ■
Shrike Drop (Throw)	← ↖ ↗ ↘ ↙ ↘ + ▲ ▲ ■ Hold When Hitting Enemy

LUNAR STAFF



LUNAR STAFF DETAILS

Power: 3

Speed: 2

Range: 4

Locations: Chapter 1

History: The Lunar Staff is an Asian-style quarterstaff that is said to harbor the mystic powers of the moon.

When the moon enters the full or new phases, the density of the staff's shaft increases, and it becomes slightly heavier as a result. The shaft of the weapon is made from a strong piece of willow, treated with special oils and waxes to make it an exceptionally tough material. Animal tendons are wrapped around the shaft, and a layer of bone glue holds them in place. Finally, an outer shell of steel encases the entire shaft. The points on both ends of the staff are made from an alloy of high relative weight that contains iridium derived from meteorites. Muramasa insists that the animal connective tissue used to bind the staff is the Achilles' tendons of a qilin, which is a mythical creature known throughout the cultures of East Asia.

The Good: The Lunar Staff is the first long-range melee weapon Hayabusa acquires.

The Bad: While it has a longer reach than most of the other melee weapons in the game, it sacrifices attack speed in the process. There also isn't a significant difference in power between the Lunar Staff and the default Dragon Sword. This limits the use of the Lunar Staff to instances where it is necessary to attack from a distance. In most cases, this only happens when fighting projectile-using enemies, as they tend to make short dashes away from Hayabusa as he closes in on them. Use the Lunar Staff here to catch the opponents as they attempt to dash away.

The Bloody: The Lunar Staff's Strong Attack combos can be used effectively as a defensive measure against a large number of opponents. Hayabusa spins the Staff, creating a pseudo-shield while attacking any nearby opponents at the same time.

LUNAR STAFF COMBOS

LEVEL 1 COMBOS	NOTATION
Dragon's Fang Spin	■ ■ ■ ■ ■
Gleaming Shadow	■ ■ ■
Infinity Thrust	■ → + ■ ■
Moonpierce	■ ■

Phantom Moon	■ ■ ■
First Wind	■ ■ ■
Phantom Moon	■ ■ ■ ■
Wind of Dawn	■ ■ ■ ■
Molten Rock	■ ■ ■ ■ ■
Izuna Drop (Throw)	■ ■ ■ ■ ■
Bolted Gate	→ + ■ ■
Fierce Lion	▲
Bladed Spider	▲ ▲
Remnant Blossoms	Hold ▲
Waning Moon	→ + ▲
Vanishing Mist	While Running ■ ■
Twin Serpent Staff	While Running ▲
Mirror Reflection	While Blocking ■
Fallen Warrior	While Blocking ▲
First Wind	While Jumping ■
Phantom Moon	While Jumping ▲
Single Horn	Wall Run ■
Sixteen Nights	Wall Run or During Flying Bird ▲
Single Horn	On Wall ■
Fallen Moon	While Running on Water ■ ■
Raven Thrust	While Running on Water ▲
Hazy Moon	At Water Surface ■
Ivory Moon	At Water Surface ▲
Crystal Thrust	Underwater ■
Lion's Storm	Underwater ▲
Slain Demon	Obliteration Technique
Eight Destructions	Ultimate Technique
Dance of Flame	Ultimate Technique 2

LEVEL 2 COMBOS

COMBO	NOTATION
Dragon's Talon Spin	■ ■ ■ ▲
Yin-Yang Thrust	■ → + ■ ■ ■
Absolute Darkness	■ → + ■ ■ ■
Izuna Drop (Throw)	■ → + ■ ■ ■ ▲
Sun and Moon	■ → + ■ ■ ▲
Charging Lion	→ + ■ ■ ■
Bladed Spider	▲ ▲ ▲
Bladed Spider	▲ → + ▲
First Wind	→ + ▲ ▲ ▲
Izuna Drop (Throw)	→ + ▲ ▲ ▲ ▲
Moonlit Shadow	→ + ▲ ▲ ▲
Flashing Current	← ↖ ↑ ↗ → ↓ ↘ ↙ + ▲
Waning Evil	← ↖ ↑ ↗ → ↓ ↘ ↙ + Hold ▲
Hazy Shadow	← ↖ ↑ ↗ → ↓ ↘ ↙ + Hold ▲ (Partial Charge)
Heavenly Shadow	← ↖ ↑ ↗ → ↓ ↘ ↙ + Hold ▲ (Max Charge)
Izuna Drop (Throw)	← ↖ ↑ ↗ → ↓ ↘ ↙ + Hold ▲ (Max Charge)
Gate of Betrayal	While Blocking ■ ■
Quivering Moon	While Blocking ▲
Furious Wind	While Blocking ▲ ▲ ▲ ■
Izuna Drop (Throw)	While Blocking ▲ ▲ ▲ ■ ▲
Moon of the Soul	While Blocking ▲ ▲ ▲ ▲
Wind of Dawn	While Jumping ■ ■
Izuna Drop (Throw)	While Jumping ■ ■ ■ ▲
Flashing Current	While Landing ■
Stone of Sin	While Wall Running or On Wall ■

LEVEL 3 COMBOS

COMBO	NOTATION
Amitabha Thrust	■ → + ■ ■ ■ ■
Wild Spin	■ → + ▲
Dance of Death	■ → + ▲ ■
Wild Dog	■ → + ▲ ■ ■
Molten Rock	■ → + ▲ ■ ■ ■
Strange Soul	■ ■ ■ ■ ■
Bladed Spider	▲ ▲ ▲ ▲ ▲
Bladed Spider	▲ ▲ → + ▲
Bladed Spider	▲ ▲ ▲ → + ▲
Destruction Spin	← ↖ ↑ ↗ → ↓ ↘ ↙ + ▲

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TONFA



TONFA DETAILS

Power: 3

Speed: 4

Range: 2

Location: Chapter 9

History: The Tonfa is a representative weapon of the ancient Ryukyu martial arts, developed in what are now the islands of Okinawa.

Although Tonfa have a short reach, they are extremely fast and can be wielded in a number of ways to exploit their strengths in offense and defense. This versatility has led Western countries to adapt Tonfa into police nightsticks.

These particular Tonfa have high-density, super-hard tungsten carbide plating on all impact surfaces, including the tips and outer edges. This provides for immense impact damage while still remaining compact. Because these Tonfa are not bladed, they are incapable of cutting attacks, but they make up for this in their ability to pulverize human flesh. These specially modified Tonfa are so much heavier than typical Tonfa that only the most talented martial artists are even capable of spinning them.

The Good: The Tonfa is one of the faster weapons in the game, virtually equal to the Kusari-gama and almost as fast as the Falcon's Talons. In addition to its nearly unmatched speed, the Tonfa has higher attack power than the Kusari-gama and is comparable to the Falcon's Talons. Against small numbers of fast opponents, this is the ideal weapon to use.

The Bad: One significant drawback of the Tonfa is its short attack range. The only weapon with shorter attack range is the Falcon's Talons. This creates an issue against opponents with long reach, such as Beastmen or large Demons, and opponents with projectile attacks.

The Bloody: Use the Ultimate Technique while wielding the Tonfa to witness one of the most brutal beat downs in the history of the *Ninja Gaiden* series.

TONFA COMBOS

LEVEL 1 COMBOS

COMBO	NOTATION
Great Edge	■ ■ ■ ■ ■
Ivory Flower	■ ■ ■ ■ ■
Falling Petals Flowing Water	■ ■ ■ ■ ■ ■ ■ ■
Izuna Drop (Throw)	■ ■ ■ ■ ■ ■ ■ ■
Blooming Iris	■ ■ → + ■ ■
Cypress Column	■ ■ → + ■ ■
Cradled Moon	■ ■
Crimson Edge	■ Hold ■ ■
Demons' Staves	→ + ■
Demon Devourer	→ + ■ ■ ■
Iron Wheel	■ ■
Vermilion Fan	Hold ■
Spring Wind	Ultimate Technique
Uncontrollable Bloom	Ultimate Technique 2
Fleeting Blossoms	→ + ■ ■
Turning Wheel	While Running ■
Roaring Flames	While Running ■
Heavenly Justice	During Combo × or (L1) + Left Analog Stick
Justice of Heaven Kick	During Heavenly Justice ■
Broken Lantern	During Heavenly Justice ■
First Storm	While Blocking ■
One Thousand Lotus	While Blocking ■ ■
Bloom of Revenge	Obliteration Technique
Ivory Flower	While Jumping ■
Falling Petals Flowing Water	While Jumping ■ ■ ■ ■
Izuna Drop (Throw)	While Jumping ■ ■ ■ ■
Oblivion Blossom	While Jumping ■
Eight Leaves	While Jumping Forward ■
Stone Breaker	While Jumping Toward Enemy ■ ■
Stone Breaker	While Wall Running ■ ■ or ■ ■
Fluttering Crane	On Wall ■ or ■
Demon Exorcism	On Wall ■ ■
Crimson Fang	On Wall [(pi)]
Fluttering Phoenix	During Flying Bird ■ or ■
Demon Exorcism	During Flying Bird ■ ■
Crimson Fang	During Flying Bird ■ ■
Drowning Moon	While Running on Water ■ ■
Floodgate Crush	While Running on Water ■ ■
Demon Thistle	At Water Surface ■
Drowning Moon	At Water Surface ■
Crimson Lily	Underwater ■
Scale Scraper	Underwater ■

LEVEL 2 COMBOS

COMBO	NOTATION
Fluttering Peacock	■ ■ → + ■
Flower Garland Drop (Throw)	■ ■ → + ■ ■
Demons' Diamonds	→ + ■ ■
Storm of the Four Winds	■ ■ ■
Overlapping Storms	← ↖ ↗ → ↘ ↓ ↙ + ■
Demon Devourer	On Wall ■ ■ ■
Fleeting Blossoms	On Wall ■ ■ ■
Demon Devourer	During Flying Bird ■ ■ ■
Fleeting Blossoms	During Flying Bird ■ ■ ■

LEVEL 3 COMBOS

COMBO	NOTATION
One Thousand Blossoms	■ ■ ■ ■ ■
Demon Tears Kick	→ + ■ ■ ■ ■ ■

TRUE DRAGON SWORD



TRUE DRAGON SWORD DETAILS

Power: 4

Speed: 3

Range: 3

Location: Chapter 14

History: When the Eye of the Dragon is fitted into the Dragon Sword's hilt, it unleashes the spiritual power of the Dragon hidden in the blade. The weapon in this state is called the True Dragon Sword, and its incredible power is unrivaled. The bearer of this divine weapon must possess the physical strength, vigorous spirit, and proficiency of technique necessary to wield it properly. If a weaker being were to attempt to use it, the blade may very well feed on the bearer's soul.

The immense power contained within the True Dragon Sword upsets the delicate balance of a peaceful world, and it is argued that there are very few instances in which such a powerful weapon should be allowed to exist. Thus, it has become customary to store the Dragon Sword and Eye of the Dragon in separate locations.

The Good: The True Dragon Sword takes the place of the default Dragon Sword and is considered the fourth level of Hayabusa's default weapon. Therefore, its abilities are nearly identical. The only change is that the True Dragon Sword is more powerful, thus making it useful in more situations. In most cases it becomes no longer necessary to change to the Eclipse Scythe to combat stronger opponents, as the True Dragon Sword is powerful enough to handle almost any opponent.

The Bad: While the True Dragon Sword is more powerful than the original Dragon Sword, it's the same length and therefore has small limitations in attack range. Against a large number of opponents, the Kusari-gama is generally a better choice, given its incredible attack range. However, the True Dragon Sword's Flying Swallow does help with range issues if you are not fighting in an enclosed area, where it is more difficult to use the technique effectively.

The Bloody: A fully charged Ultimate Technique with the True Dragon Sword is one of the longest series of attacks in the game.

TRUE DRAGON SWORD COMBOS

LEVEL 1 COMBOS	NOTATION
Piercing Dragon's Fang	■ ■ ■ ■ ■
Tiger Roar	■ ■ ▲
Seal of Ten	■ ■ → ■ ■
Three Lights	■ ■ → ■ ■ ▲
Blade of the Empty Air	■ ■ ■
Whirlwind in Empty Sky	■ ▲ ■ ■
Triple Whirlwind in Empty Sky	■ ▲ ■ ■ ■
Blade of Nirrti	■ ▲ ■ ■ ■ ■
Izuna Drop (Throw)	■ ▲ ■ ■ ■ ■ ▲

Scarlet Dragon	▲ Hold ■
Windmill Slash	→ + ■
Violent Wind	→ + ■ ■ → + →
Piercing Wind	→ + ■ ■ → + ▲
Crimson Tempest	▲ ▲
Haze Straight Slash	Hold ▲
Azure Dragon	→ + ▲
Scarlet Dragon	→ + Hold ▲
Violent Wind	While Running ■
Piercing Wind	While Running ▲
Deep Crimson	While Blocking ■ ■
Gleaming Cross	While Blocking ▲
Blade of the Empty Air	While Jumping ■
Blade of Nirrti	While Jumping ■ ■ ■ ■
Izuna Drop (Throw)	While Jumping ■ ■ ■ ▲
Helmet Splitter	While Jumping ▲
Air Destruction Slash	While Jumping Forward ■
Falling Dragon Blade	While Jumping ▲
Flying Swallow	While Jumping or Wall Running → + ▲
Flying Dragon Blade	On Wall ■
Cicada Slash	On Wall ▲
Divine Flying Dragon	During Flying Bird Flip ■
Divine Cicada Slash	During Flying Bird Flip ▲
Divider of Waves	While Running on Water ■ ■
Blade of Empty Water	While Running on Water ■ ▲ ■
Aquatic Flying Sparrow	While Running on Water ▲
Heavy Mists	At Water Surface ■
Flying Osprey	At Water Surface ▲
Demon Shark	Underwater ■
Great Demon Shark	Underwater ▲
Oblivion Cross Cut	Ultimate Technique
Blade of the Dragon's Scales	Ultimate Technique 2
Rising Dragon	Obliteration Technique

LEVEL 2 COMBOS

LEVEL 2 COMBOS	NOTATION
Fang of the Wolf	■ ■ ■ ▲
Ikaruga	■ ■ ▲ → ▲
Wrath of Izanagi	■ ■ → ■ ■ ▲
Blade of Susano'o	■ ▲ ■ ■ ■ ■
Violent Gale	→ + ■ ■ → + ■ ■
Dragon of Heaven	→ + ■ ■ → + ▲ ▲ → + ▲
Dragon of Earth	→ + ■ ■ → + ▲ ▲ → + Hold ▲
Undefeatable Demon	▲ ▲ ▲
Violent Gale	While Running ■ ■
Dragon of Heaven	While Running ▲ ▲ → + ▲
Dragon of Earth	While Running ▲ ▲ → + Hold ▲
Flying Crane	← ↖ ↗ ↘ ↓ ↙ ↘ + ▲
Azure Swallow	While Jumping Forward → + ▲ ▲
Spinning Blade	While Landing ■
Blade of Empty Seas	While Running on Water ■ ■ ■ ■

LEVEL 3 COMBOS

LEVEL 3 COMBOS	NOTATION
Dragon Tear	■ ■ ■ → + ■
Fortuitous Phoenix	■ ■ ▲ ▲ ▲ ▲ ▲
Gleaming Blade	← ↖ ↗ ↘ ↓ ↙ ↘ + Hold ▲
Roaring Blade	← ↖ ↗ ↘ ↓ ↙ ↘ + Hold ▲ (Partial Charge)
Annihilating Gleam	← ↖ ↗ ↘ ↓ ↙ ↘ + Hold ▲ (Max Charge)
Divine Flying Swallow	While Jumping Forward → + ▲ ▲ ▲

LEVEL 4 COMBOS

LEVEL 4 COMBOS	NOTATION
Steel Splitter	■ ■ ■ ▲
Cloud Dragon Flying Swallow	■ Hold ▲ ▲ ▲ ▲
Blade of the Dragon's Scales	Ultimate Technique 2
True Dragon Gleam	← ↖ ↗ ↘ ↓ ↙ ↘ + Hold ▲ (Max Charge)

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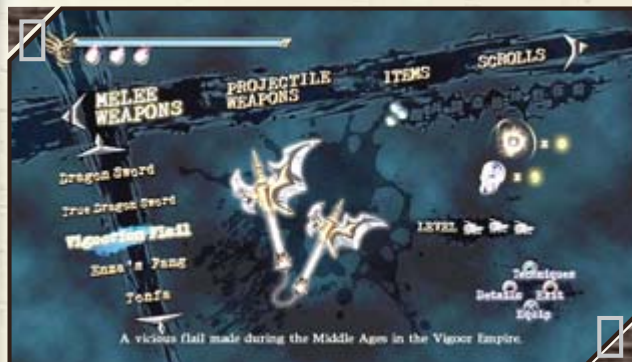
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VIGOORIAN FLAIL



VIGOORIAN FLAIL DETAILS

Power: 3 **Speed:** 4
Range: 3 **Location:** Chapter 3

History: An offshoot of the spiked weapons used in medieval Europe, this unorthodox flail was made in the Vigoor Empire during the Middle Ages.

It is believed that this weapon was originally a flail with large spikes on each end, but over the course of history, came to feature bladed surfaces instead. It is swung very much like an Asian nunchaku, but no historical evidence suggests that the two weapons are related.

The Vigorian Flail saw very little use as an official weapon of war. The records point to it being a favored weapon of participants in the Divine Vigoor Games, which were an extremely bloody gladiatorial contest popular amongst Imperial Vigorian royalty in the 13th and 14th centuries. In this role, the flail was undoubtedly responsible for the deaths of countless brave combatants.

The famed Ninja Ryu Hayabusa first began using the Vigorian Flail a year ago, while on an excursion to the Vigoor Empire during the Dark Dragon Blade Incident. When asked his opinion of the weapon, he stated, "Not bad." He seems rather fond of them.

The Good: The Vigorian Flail is the happy median between the Tonfa and the Kusari-gama. It matches the attack speed of both weapons, while maintaining the power of the Tonfa and a longer reach than the Tonfa. It doesn't have the extreme attack range of the Kusari-gama, but its increased attack power more than makes up for it. Against opponents with long reach, where the Tonfa fails, the Vigorian Flail shines due to its extended range.

The Bad: Overall, the Vigorian Flail is a very solid weapon. The only minor issue it has is that it doesn't have the range of the Kusari-gama. Therefore, against large numbers of opponents, the Kusari-gama is generally the better choice.

The Bloody: The Level 3 version of the Vigorian Flail has Strong Attack combos that not only greatly increase its range of attack, but also lift Hayabusa high into the air, giving opponents very few opportunities to counterattack.

VIGOORIAN FLAIL COMBOS

LEVEL 1 COMBOS

NOTATION

Dragon and Phoenix	■ ■ ■ ■ ■ ■
Fire Pit	■ ■ ▲
Looming Fog	■ ■ ■
Furious Strike	■ ■ ■ ■ ■ ■
Izuna Drop (Throw)	■ ■ ■ ■ ■ ■
Grasping the Moon	■ ■ ■
Flowing Waves	→ + ■ ■
Horn of the Chimera	→ + ■ ■ ■
Flame Wheel [[ii]]	
Auspicious Crane	Hold ▲
Golden Dragon	Ultimate Technique
Annihilating Golden Dragon	During Golden Dragon ▲ Press Repeatedly
Dancing Phoenix	Ultimate Technique 2
Erupting Flame	→ + ▲
Deformation Kick	While Running ■
Flying Monkey	While Running ▲
Warrior of Flight	While Blocking ■
Ring of Heaven Kick	While Blocking ▲
Demon Chaser	Obliteration Technique
Sweeping Strike	While Jumping ■
Dragon Emperor Kick	While Jumping ▲
Red-Hot Iron Brand	While Jumping Toward Enemy ▲
Red-Hot Iron Brand	While Wall Running ■ or ▲
Split Boulder Kick	On Wall ■ or ▲
Infernal Drop	During Flying Bird Flip ■ or ▲
Ancient Dragon Kick	While Running on Water ■
Rising Phoenix	While Running on Water ▲
Wandering Drum	At Water Surface ■
Disturbed Heavens	At Water Surface ▲
Flowing Rainwater	Underwater ■
Golden Lily	Underwater ▲

LEVEL 2 COMBOS NOTATION

Dragon Slaughter	■ ■ ■ → + ■ ■ ■ ■ ■ ■
Opened Path	■ ■ ■ ■ ■ ■
Wandering Destruction	■ ■ ■ ■ ▲
Pale Light	■ ■ ■ ▲
Foe Destroyer	■ ■ ■ ▲
Insane Raven	■ ■ ■ ▲
Insane Devil	→ + ■ ■ ■ ■ ■
Interrupted River	→ + ■ ■ ■ ■
Shining Heavens	▲ ▲ ▲
Scraping Heavens Kick	While Running ■ ■
Blazing Inferno	While Running ▲ ▲
Nine Heavens	← ↖ ↑ ↗ → ↘ ↓ + ▲
Slanted Heavens	While Blocking ▲ ▲
Insane Raven While Jumping Towards Enemy	▲ ▲
Insane Raven While Wall Running	■ ▲ or ▲ ▲

LEVEL 3 COMBOS NOTATION

Furious Strike	■ ■ ■ → + ■ ■ ■ ■ ■ ■ ■ ■
Izuna Drop (Throw)	■ ■ ■ → + ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Piercing Mountain	■ ■ ■ → + ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Piercing Mountain	■ ■ ■ ■ ■ ■ ■ ■
Rising Serpent	→ + ▲ ▲
Heaven's Surprise Kick	While Running ■ ■ ■
Storm Breaker	While Running ■ ■ ■ ▲
Piercing Mountain	While Jumping Toward Enemy ▲ ▲ ▲ ▲
Piercing Mountain	While Wall Running ■ ■ ■ ■ ■ or ▲ ▲ ▲ ▲
Mountain Crane	On Wall ■ ■ or ▲ ▲
Mountain Crane	During Flying Bird Flip ■ ■ or ▲ ▲

PROJECTILE WEAPONS



Projectile weapons cannot be upgraded like melee weapons. The weapons vary in attack power and speed, as well as the amount of ammunition each can hold. Ammunition for each weapon can be restocked at the Muramasa Shop or found in containers and on corpses scattered throughout the game. Some projectile weapons are best used to combat airborne opponents, while others have the ability to stun an attacking opponent.

FIEND'S BANE BOW



FIEND'S BANE BOW DETAILS

Power: 5

Speed: 3

Location: Chapter 2

History: A powerful bow decorated with carvings of twin Dragons.

The silent nature of the bow makes it an indispensable weapon for Ninjas due to their propensity for covert operations. The Fiend's Bane Bow, developed in the Hayabusa Village, is a state-of-the-art compound bow based on traditional Eastern design. Its accuracy rivals that of a modern rifle. Made primarily from high-tensile-strength carbon fiber, the bow's projectile range and velocity are unequaled despite its light weight. Against a human target, it is easily accurate to 500 meters, and its arrows are capable of penetrating 40-millimeter bulletproof armor plating.

The Fiend's Bane Bow is generally reserved for use against airborne opponents. However, it can also be used to interrupt an opponent's attack from a distance, similar to the Shuriken.

Arrows from the Fiend's Bane Bow shoot slightly slower than Hayabusa can throw Shurikens, but they are considerably more powerful.

When airborne, Hayabusa can shoot arrows and automatically aim at the closest enemy in the direction he's facing. This is especially useful against a crowd of aerial opponents, when taking them out as quickly as possible is of the utmost importance. Repeatedly jump into the air to fire shots, which will not only aim at the closest enemy, but also to make it much harder for Hayabusa's enemies to aim at him. It is also possible to use a melee weapon combo that transitions into the air, then shoot an arrow instead of continuing the melee combo. This tactic is very useful when battling against land-based and aerial opponents.

HOWLING CANNON



HOWLING CANNON DETAILS

Power: 7

Speed: 1

Location: Chapter 6

History: A large matchlock rifle with unparalleled range and power.

Just over a meter in length, with a fifty centimeter bore, it stretches the definition of "firearm." Its origins can be traced back to the 16th century, where its fearsome range and sheer destructive capability earned it the nickname "nation-crusher."

Modified and improved over many years into an even more potent weapon, its booming sound and violent recoil demand superb mental focus and physical strength.

At first glance, the Howling Cannon seems like it would be the projectile weapon of choice in almost any situation. However, upon closer examination, the weapon has one major drawback. It has a very slow initial attack speed, which can mean the difference between life or death against the hordes of Fiends Hayabusa encounters. On the bright side it makes quite a punch and can be much more useful than Hayabusa's other projectile weapons in the right situation. It's best used when several enemies are coming at Hayabusa from a distance. This gives Hayabusa plenty of time to pull the weapon out and fire several rounds before the enemies close in.

SHURIKEN

SHURIKEN DETAILS

Power: 1

Speed: 5

Location: Chapter 1

History: It is no exaggeration to say that this weapon epitomizes the Ninja.

Shuriken are implements designed to cause injury when thrown at an enemy, and most Ninja carry them at all times. This particular type of Shuriken, which boasts six blades, is officially known as a Roppoken, or six-sided star, and is of the Kuruma-ken (round) category of Shuriken that spin when thrown. Due to the disposable nature of these weapons, expensive materials are rarely used in their construction. However, they are crafted with great precision to stabilize their trajectory when thrown, thereby increasing accuracy.

The Shuriken is Hayabusa's default projectile weapon. It has the lowest damage output of all the projectile weapons, but Hayabusa has an infinite supply of them. Three Shurikens can be thrown at a time in an attempt to delay an opponent's attack. When thrown just before an opponent attacks, a Shuriken can temporarily stun the opponent, halting their attack and giving Hayabusa an opportunity to begin a combo or any other offensive maneuver. This is especially useful when an opponent pauses briefly during a combo in preparation for a finishing blow.

NINPO ARTS



There are four different ninpo magic abilities that can be found throughout the game. Each has a very specific use in combat and can be extremely destructive when used properly. However, ninpo is not a super attack that can be used to clear a group of enemies with ease. It takes skill, proper timing, and precision aim to use ninpo effectively. Similar to melee weapons, ninpo can be upgraded from Level 1 to Level 3 with the Jewel of the Demon Seal item.

THE ART OF THE FLAME PHOENIX

ART OF THE FLAME PHOENIX DETAILS



Location: Chapter 6

History: This ninpo summons the spirits of sacred Phoenixes to fly about the caster and protect him with their holy flame.

Phoenixes are associated with the element of fire and are well known for their ability to rise reborn from their own ashes. In Chinese mythology, the Phoenix is one of the four creatures of good fortune and represents the concept of peace. With this ninpo equipped, the caster can find peace even in the midst of a fierce battle.

The Art of the Flame Phoenix is similar to the Art of the Wind Blades. However, instead of a single, destructive attack that inflicts damage on any opponent within a circular radius, the Art of the Flame Phoenix inflicts a relatively small amount of damage. To compensate for lower damage, several Phoenixes fly around Hayabusa as he moves about. Each Phoenix inflicts a moderate amount of damage to any enemies it comes in contact with before dissipating. The Phoenixes also absorb damage from projectile attacks they come in contact with. This is the only ninpo that allows Hayabusa to move around freely while the ninpo is active.

NOTE

The number of Phoenixes that fly around Hayabusa is directly proportionate to the level of the ninpo spell. At Level 1, three Phoenixes fly around Hayabusa. One additional Phoenix is added with each level increase.

THE ART OF THE INFERNO



ART OF THE INFERNO DETAILS

Location: Chapter 1

History: This ninpo uses the power of telekinesis to hurl a flaming mass of pyrokinetic energy at a desired target.

The Art of the Inferno is highly effective against enemies in front of the caster. Those unlucky enough to fall victim to this ninpo are completely engulfed in flame. The fire it unleashes is no ordinary flame; akin to the flame of a Dragon's breath, it is no surprise that records fail to mention anyone surviving the intense heat of the Inferno.

The Art of the Inferno is a very powerful attack, however, it is somewhat limited by its attack radius. This ninpo will not hit any opponents behind or to either side of Hayabusa. Its radius is limited to enemies directly in front of Hayabusa. There is a short amount of time in which you can aim the attack, but if you are surrounded by enemies, this ninpo will only clear out opponents in a single direction. In addition, it stops moving upon impact with an enemy, and inflicts damage on any enemy within a small radius of the impact. It is best used in hallways or other enclosed areas where it is more difficult for opponents to attack from multiple directions.

NOTE

The number of enemies that can be targeted with the Art of the Inferno is directly proportionate to the level of the ninpo spell. At Level 1, only a single enemy can be targeted. One additional enemy can be targeted with each level increase.

THE ART OF THE PIERCING VOID



ART OF THE PIERCING VOID DETAILS

Location: Chapter 9

History: Simply put, this ninpo allows the caster to project a black hole.

Its angle of effect is quite narrow, but this serves to concentrate its destructive power, creating a devastating projectile that can penetrate through multiple targets before dissipating. This penetrating ability is the biggest appeal of the Art of the Piercing Void.

This ninpo focuses the telekinetic energy created by the centripetal vibrations of the caster's lower dantian (Ki focal point), then directs the shape of the energy using gravitational waves propagated by the caster's conscious spirit. This creates a gravitational abnormality, forming a rotating black hole trapped inside a repulsing spiritual force field. Because this force field is somewhat permeable, extreme fluctuations of space-time occur near the surface of the ninpo projectile that pulverize any nearby living matter.

The Art of the Piercing Void is very similar to the Art of the Inferno. Both have a very limited attack radius, focusing exclusively on opponents directly ahead of Hayabusa. What separates these two ninpo spells is the fact that the Art of the Piercing Void does not stop upon impact with an opponent. Instead, it continues through multiple opponents, inflicting damage on any that cross its path, before dissipating. This ninpo works extremely well in narrow corridors, but is virtually useless in large, open areas.

THE ART OF THE WIND BLADES



ART OF THE WIND BLADES DETAILS

Location: Chapter 3

History: This ninpo amplifies sharp waves of vacuum created by lightning-fast movements of the arms.

The blades of vacuum radiate from the caster, slashing to pieces any organic matter in the vicinity. Clearly, this ninpo is most useful when the caster is surrounded by enemies. Although not designed for pinpoint attacks, its lethality should not be underestimated. In the remote chance that a victim survives, undoubtedly they will have lost at least one of their extremities, leaving them with little remaining offensive capability.

The Art of the Wind Blades has a short range of attack, but what it lacks in range it more than makes up for in radius. Any enemy within close proximity to Hayabusa will take significant amounts of damage. Unlike the Art of the Inferno, this ninpo attacks opponents in front of, behind, or to either side of Hayabusa. It is best used when being attacked by a large number of enemies from all around Hayabusa.

AYANE



MELEE WEAPONS FUMA KODACHI



FUMA KODACHI DETAILS

Power: 2

Speed: 4

Range: 1

Location: Chapter 11

History: A pair of short swords of the sort used by legendary Ninja.

Kodachi is a catch-all term for any short Japanese sword. Easy to manipulate, they are ideal weapons for rapid slashing attacks to take the initiative and keep an enemy on his toes.

They are particularly suitable as complements to physical attacks, allowing one to weave kicks and slices into a combo offensive that denies an enemy the chance to counterattack. Forged with blades as thin as possible for lightness, what they lack in reach they make up for with damage in close-range attacks.

The name comes from the legendary Fuma clan, a famed group of medieval Ninja that favored these weapons.

The Good: Ayane's Fuma Kodachi is very similar to Hayabusa's Vigorian Flail, only it doesn't have quite the same speed of attack. It's very good against large groups of weaker enemies because Ayane can speed through them with many of her quick attack combos. Many of the Fuma Kodachi combos include Ayane's trademark kick attacks which give her slightly more range.

The Bad: Where the Fuma Kodachi is lacking is in range and attack power. Its lack of range does not allow Ayane to use the Lightwing Izuna in the same way Hayabusa can use his Izuna Drop combo. On many occasions the combo will miss even if the first few attacks connect. This leaves Ayane stranded in the air, which can be dangerous against opponents with projectile attacks. The limited attack power also means battles take longer, and against strong Fiends this drastically limits Ayane's offensive abilities.

The Bloody: Many of Ayane's Fuma Kodachi combos resemble her combos from *Dead or Alive*, except that now they're quite a bit more bloody, thanks to the use of her weapons.

FUMA KODACHI COMBOS

COMBOS	NOTATION
Power Blade	■
Violet Fireblade	■ ■ ■ ■ ■ ■
Godfoot Axe	▲
Erupting Sea Fire	▲ ▲ ▲
Supreme Twin Blades	→+■ ■ ■
Descending Eclipse	■ ■ ■ ▲
Vortex Blade	■ ■ →+■ ■ ■
Twinbrace Blade	■ ■ ■ ▲ ▲
Divine Crush Blade	■ ■ ■ ■ ▲
Aeolian Dustblade	■ ■ ■ ■ ■ ▲
Lightwing Izuna	■ ▲ ■ ■ ■ ■ ■
Dance of the Gods	Hold ▲
Dance of the Divine Wind	Ultimate Technique
Dance of Divine Fury	Ultimate Technique 2
Raging God Izuna	▲ During the Dance of Divine Fury
Phantom Tempest	→+▲ ▲
Misty Shadow Combo Blade	While Running ■ ■
Phantom Tempest	While Running ▲ ▲
Phantom Waltz	←↖↑↗→↘↓↙+▲
Falling Orchid Guard	While Blocking ■
Moonshadow Ring	While Blocking ▲
Heaven Cut	While Jumping ■
Wind Slice	While Jumping ▲ ▲
Zephyr Cut	While Jumping Forward ■
Afterglow Bracer	While Jumping Forward →+▲
God's Crushing Fury	While Jumping Forward →+▲ ▲
Dark Star	While Wall Running ■ or ▲
Violet Fireblade	On the Wall ■ ■ ■
God's Crushing Fury	On the Wall ■ ■ ■ ▲
Outshining Divine Bracer	On the Wall ▲
Wind Slice	During Flying Bird ■ ▲
Outshining Divine Bracer	During Flying Bird ▲

PROJECTILE WEAPONS

FLASH KUNAI



FLASH KUNAI DETAILS

Power: 3

Speed: 4

Location: Chapter 11

History: Explosive kunai darts equipped with spinning iris flower fuses

When thrown, the iris flower spins and ignites a fuse, which upon impact is brought into contact with explosive material mounted on the grip, detonating it.

The top features reversed spikes designed to make the kunai difficult to remove quickly after impact, enhancing its effectiveness. This is a weapon of both beauty and brutality.

The Flash Kunai has a wide variety of uses. Offensively, the Flash Kunai is used to inflict heavy damage without the need to charge the attack. The Kunai stick to opponents, then explode shortly afterward. Be cautious when using these, as enemies do not cease their attack once struck by a Flash Kunai. The short period of time before the explosion can cost Ayane significant amounts of damage if you relax and assume the enemy has been taken care of. The Flash Kunai can also be used while dodging attacks if Ayane is on the move when a Flash Kunai is thrown.

NINPO ARTS

THE ART OF THE RAGING MOUNTAIN GOD



ART OF THE RAGING MOUNTAIN GOD DETAILS

Location: Chapter 11

History: A powerful ninpo spell that pulverizes enemies with a shock wave.

The Art of the Raging Mountain God is a secret Tenjin technique. Chanting the words and performing the gestures imbues one's fists with the aura of all nature and creation, allowing them to release an earthquake-like shock wave that pummels opponents.

The actual amount of aura generated is directly proportional to the psychic energy of the user; a powerfully focused individual can use it to move heaven and earth, while a less spiritually advanced individual may find themselves sucked into the raging vortex of pure energy generated by their own spell.

Ayane's Art of the Raging Mountain God is one of the best ninpo spells in the game. It covers great large distance and attacks enemies all around Ayane. It can be used in close-quarters combat against a horde of opponents, or as you approach a large group before they get close enough to attack Ayane. The destructive power decreases the farther away an opponent is, but at the very least it knocks down opponents, allowing Ayane to safely close in on them and finish the job.

MOMIJI



MELEE WEAPONS HEAVENLY DRAGON NAGINATA



HEAVENLY DRAGON NAGINATA DETAILS

Power: 3

Speed: 3

Range: 4

Location: Chapter 5

History: Momiji's favorite pole arm, carved from a Dragon tailbone.

Traditionally used by women, many naginata are of a "Tomoe" type, with a short grip for ease of use. But the Heavenly Dragon is a longer "Shizuka" type, allowing Momiji to utilize an integrated combination of centrifugal force and physical prowess to cut down broad swaths of opponents with every swing.

The blade and pole are said to have been carved from the tailbone of a Dragon. The weapon boasts unparalleled strength and flexibility with a light weight, allowing delicate cuts of the sort impossible with a normal naginata.

It is a sacred relic passed down from generation to generation of Dragon Shrine maidens.

The Good: Momiji's weapon is very similar to Hayabusa's Lunar Staff with a few traits from the Eclipse Scythe. It has good range and the attack speed allows Momiji to handle swarms of opponents with ease. Many of the combos are similar to the Eclipse Scythe combos, only with slightly less power and a bit more range. The addition of an Izuna Drop combo allows Momiji to use tactics similar to Hayabusa's Dragon Sword, but with the added range of the Heavenly Dragon Naginata.

The Bad: The speed of the Heavenly Dragon Naginata is the only real downfall of the weapon. It's faster than some of Hayabusa's slower weapons, but it can be tough to deal with a horde of enemies. The lack of a Flying Swallow attack also hurts Momiji's ability to get out of tough situations with ease. However, with some patience it is possible to use her double-jump attacks as a replacement. Enemies die a little slower, but it still gets the job done.

The Bloody: The Heavenly Dragon Naginata's Izuna Drop combo impales an opponent in midair, then thrusts them to the ground before Momiji struggles to pull the pole arm out of the lifeless body.

HEAVENLY DRAGON NAGINATA COMBOS

COMBOS	NOTATION
Windcradle	■
Sparrow Wind	■ ■ ■ ■
Cloudmover	▲
Dancing Maple	▲ ▲ ▲
Cyclone Spin	■ ■ ▲
Windraiser	■ ■ →+ ■ ■
Hawk's Strike	■ ■ →+ ■ ▲
Moonlight Wheel	■ ■ ■ ▲
Three Thousand Winds	■ ■ ■ ■ ▲
Mosquito Leap	■ ▲ ▲
Falcon Heaven Scraper	■ ▲ ■ ■ ■
Izuna Falcon	■ ▲ ■ ■ ▲ Note to Copyedit: This is not listed as a throw in the in-game move list the first time it's mentioned, but it is listed the second time.
Three Thousand Winds	→+ ■ ■ ▲
Halo Slice	→+ ■ ▲
Windswept Moon	Hold ▲
Windswept Pines in Moonlight	Ultimate Technique
Wind Dancing in Moonlight	Ultimate Technique 2
Cyclone Spin	While Running ■ ■
Peals of Thunder	While Running ▲
Moonshadow	← ↑ ↖ ↗ → ↘ ↓ ↙ + ▲

COMBOS

Wabisuke	While Blocking ■
Lonesome Cry	While Blocking ■ ■
Grasscutter	While Blocking ▲
Burning Heavens	While Jumping ■
Falcon Heaven Scraper	While Jumping ■ ■ ■ ■
Izuna Falcon (Throw)	While Jumping ■
Mosquito Leap	While Jumping ▲
Pikestand	While Double-Jumping ■
Meteor Glow	While Double-Jumping ▲
Comet's Tail	While Double-Jumping Hold ▲
East Wind	While Wall Running ■ or ▲
Flower Petal	On the Wall ■ or ▲
Pikestand	During Flying Bird ■
Sun, Moon and Stars	During Flying Bird ▲

NOTATION

PROJECTILE WEAPONS HEAVENSONG BOW



HEAVENSONG BOW DETAILS

Power: 5

Speed: 3

Location: Chapter 5

History: A Japanese bow traditionally carried by Dragon Shrine-Maidens.

From times of old, the Heavensong Bow has played a central role in the Heavensong rite, in which shrine maidens pluck the bowstring like an instrument to drive away evil spirits.

The astounding power of arrows launched by its resilient, woven-leather bowstring is like a miracle unto itself, and the bow, carved from a sacred tree, is wrapped with a cloth given to Momiji by the children of the village, in prayer for her safety.

The Heavensong Bow is identical to Hayabusa's Fiend's Bane Bow in every way. When airborne, Momiji can shoot arrows and automatically aim at the closest enemy in the direction she's facing. This is especially useful against a crowd of aerial opponents, when taking them out as quickly as possible is of the utmost importance. Repeatedly jump into the air to fire shots, which will not only aim at the closest enemy, but also make it much harder for Momiji's enemies to aim at her. It is also possible to use a melee weapon combo that transitions into the air, then shoot an arrow instead of continuing the melee combo. This tactic is very useful when battling against

land-based and aerial opponents and is also very useful because many of Momiji's combos are slower than Hayabusa's. The additional of aerial shots allows her to hang in the air a bit longer than her normal combos.

NINPO ARTS THE ART OF THE CRIMSON LOTUS



ART OF THE CRIMSON LOTUS DETAILS

Location: Chapter 5

History: A ninpo spell that incinerates the enemy with a vortex of fire.

Gesturing the characters "rin," "byo," "to," "sha," "kai," "jin," "retsu," "zai," and "zen" in sequence activates the spell, transforming the leaves dancing within the magic circle into an inferno of fireballs that incinerate and consume all enemies in their path. The divine flames burn only the wicked, leaving those pure of heart unscathed.

The Art of the Crimson Lotus is nearly identical to Hayabusa's Art of the Inferno. It is a very powerful attack, however, like the Art of the Inferno, it is limited by its attack radius. It only hits enemies directly in front of Momiji. There is a short amount of time in which you can aim the attack, but if you are surrounded by enemies, this ninpo will only clear out opponents in a single direction and will only target up to three enemies at a time. It is best used in hallways or other enclosed areas where it is more difficult for opponents to attack from multiple directions.

RACHEL



MELEE WEAPONS INFERNO HAMMER



INFERNO HAMMER DETAILS

Power: 3

Speed: 2

Range: 4

Location: Chapter 8

History: Rachel's favorite warhammer, massive and powerful.

It was fashioned by treating the head of an ancient warhammer with a graphene coating and fitting it with a new steel grip.

Though powerful when swung normally, with added centrifugal force it devastates anything unfortunate enough to be in its way. The head is forged from an exotic substance that rivals osmium for sheer density. Legend has it that it was formed when a molten piece of obsidian from a fiery inner circle of Hell plunged into the river Cocytus, quenching and crystallizing it into its current form.

The Good: The Inferno Hammer is very similar to Hayabusa's Eclipse Scythe, although not quite as powerful and with slightly longer range. Against weaker opponents it won't knock them back with every attack like the Eclipse Scythe does. However, it swings faster than the Eclipse Scythe, making it more useful against a large number of opponents. Several of the Inferno Hammer combos end with the use of

Rachel's Type 666 Heavy Machine Gun projectile weapon, which gives her additional range.

The Bad: The Eclipse Scythe works for Hayabusa because he can change to different weapons as the situation calls for them. Rachel is not so lucky because the Inferno Hammer is her only melee weapon. This puts her in a bad situation against hordes of enemies because the slow attack speed of the Inferno Hammer limits her ability to deal with large numbers of opponents. Like the Eclipse Scythe, against small numbers of opponents this generally isn't an issue. However, against greater numbers, it is very difficult to launch an offensive and gain any sort of momentum.

The Bloody: Several of Rachel's Inferno Hammer combos end with her projectile weapon, almost as if she couldn't be bothered to swing the heavy weapon one last time to finish off the opponent.

INFERNO HAMMER COMBOS

COMBOS	NOTATION
Right Fang	■
Viper Bite	■ ■ ■ ■
Serpent's Coil	■ ■ ▲
Vermillion	■ ■ ■ ●
Hydra's Rage	■ ■ ■ ▲
Serpent's Rampage	■ ■ ■ ■ ▲
Snakeyes	■ ■ ■ ■ ●
Savage Snake	■ ▲ ■
Viper Twist	■ ▲ ▲
Trauma Hammer	→ + ■ ■ ■
Venom	▲
Max Pain	▲ ▲ ▲
Leviathan	Hold ▲
Midgard	Ultimate Technique
Jormungandr	Ultimate Technique 2
Cutting Edge	→ + ▲
Fanged Hammer	While Running ■ ■
Deadly Venom	While Running ▲
Ouroboros	← ↖ ↑ ↗ → ↘ ↓ ↙ + ▲
Naga's Reverse	While Blocking ■
Sidewinder	While Blocking ▲
Deathshot	While Blocking ■ ●
Tongueslip	While Reverse-Flanking ●
Slicer	While Jumping ■
Serpent Hammer	While Jumping ▲
Serpent Hammer	While Wall Running ■
Stinger	While Wall Running ▲
Serpent Hammer	On the Wall ■
Stinger	On the Wall ▲
Dragonic Hammer	During Flying Bird ■ or ▲

NOTE

Note: Rachel's Reverse-Flanking is the same as Hayabusa's Reverse Wind

PROJECTILE WEAPONS

TYPE 666 HEAVY MACHINE GUN



TYPE 666 HEAVY MACHINE GUN DETAILS

Power: 3

Speed: 3

Location: Chapter 8

History: An anti-Fiend machine gun inscribed with special markings.

Most would consider it unwieldy, but Rachel's slender arms are more than a match for this monster. Barrel and ammunition are stamped with an anti-Demon icon called an "Elder Sign," boosting its power when used against lower-level Fiends. Designed for rapid fire, it utilizes a blowback system for low recoil. An elegant, uncompromising, superbly made firearm.

Rachel's Heavy Machine Gun works well as a quick projectile weapon attack. It packs a decent punch for a weapon of its speed, and it has a long range of attack. Rachel can also end several Inferno Hammer combos with a burst from the Heavy Machine Gun. However, where the Heavy Machine Gun falls short is in the fact that its normal firing option is to shoot in short bursts instead of a continuous stream of bullets. For best results, fire the Heavy Machine Gun's short bursts in rapid succession to create a continuous-fire effect. Make sure you're not surrounded by enemies; Rachel is vulnerable while shooting the Machine Gun, and takes longer to put the weapon away and block than most other characters.

NINPO ARTS

THE MAGIC OF RAGING APHRODITE



THE MAGIC OF RAGING APHRODITE DETAILS

Location: Chapter 8

History: A spell that eviscerates enemies with the thorns of deadly roses.

The blood-loving roses from the hereafter spawn a whip of thorns that spins at breakneck speed, tearing nearby enemies to shreds.

The demonic roses that dance above the carnage are described as being the crimson tears of the Goddess Aphrodite in tales of old.

The primary advantage of Rachel's Magic of Raging Aphrodite ninpo is that it hits opponents all around her. It also has decent range for such an encompassing attack. Unfortunately, the range is still somewhat limited compared to more linear ninpo such as Hayabusa's Art of the Wind Blades. If an opponent is not within relatively near proximity of Rachel, the ninpo will not hit them. Use it in a crowd of enemies or when close to a slow-moving boss, but do not attempt to use it against faster enemies or enemies that are spread out.

ninja training

Ryu Hayabusa and his comrades have many advanced techniques learned throughout their adventures in *Ninja Gaiden Sigma 2*. These techniques fall into three basic categories: offensive, defensive, and environmental. Learn how and when to use these techniques to make battles significantly easier, maximize your karma score and gain access to out-of-reach areas to find hidden items.

BASICS

OFFENSIVE TECHNIQUES



Many of the techniques you learn are limited to a strictly offensive use. Such techniques have very little defensive purpose and should be used almost exclusively while attacking an opponent. In some cases, offensive techniques can be used for defensive purposes, but for the most part, an offensive technique is used to inflict damage on an opponent.

DEFENSIVE TECHNIQUES



In many instances throughout the game, you are simultaneously attacked by large numbers of opponents. It is on these occasions that defensive techniques are best used. Under most

circumstances, defensive techniques allow you to avoid an attack or regroup to a safer location. Some defensive techniques have the ability to inflict damage on an opponent, which can transition directly into an offensive technique.

ENVIRONMENTAL TECHNIQUES



A few techniques do not have a generally offensive or defensive purpose. These techniques fall into the environmental category. Environmental techniques are used to gain access to hard-to-reach areas. In some cases you must use an environmental technique to continue your progress through the game. If you get stuck and seem unable to progress, look around to see if one of the environmental techniques can be of use.

TECHNIQUE EFFECTIVENESS

Although there is a wide range of techniques in *Ninja Gaiden Sigma 2*, some are more effective than others. Highly effective techniques work well in almost any situation, and even when they are not be the best technique to use, they nevertheless tend to help the situation more than worsen it. Moderately effective techniques work well more often than not, but there are generally better techniques that can be used. Techniques with low effectiveness are generally very limited in their ability to get you out of a tough spot.

TECHNIQUES

COUNTERATTACK TECHNIQUE



Execution: Press Quick Attack or Strong Attack while blocking an enemy strike to counter it.

Type: Defensive

Effectiveness: Moderate

Description: Use this to create a chance to fight back.

Combined with the Furious Wind Technique, this provides an extremely solid defense against most attacks. While the Furious Wind Technique requires very little timing to properly execute, the Counterattack Technique requires precise timing. If you attempt to use this technique too early, you will be vulnerable to attack. Likewise, if you execute the technique too late, you will not be able to initiate a counterattack. Practice this technique during the early chapters of the game to perfect the timing.

ESCAPE



Execution: Rapidly Press X, ▲, ●, ■, ⇐ or ⇒

Type: Defensive

Effectiveness: Moderate

Description: When an enemy grabs you, use this technique to escape their grasp.

Some enemies use grabbing techniques against you. When this happens, use the Escape Technique to push the enemy off and prevent your character from taking further damage. Not all grabs can be broken by this technique. Grabs from stronger enemies cannot be escaped.

FLYING BIRD TECHNIQUE



Execution: Jump against a wall and press Jump repeatedly to scale two opposing walls.

Type: Environmental

Effectiveness: High

Description: This allows you to reach higher ground without resorting to a ladder.

The sole purpose of this technique is to reach higher ground. Almost any time you find a narrow vertical corridor, this technique can be used. Listen to the grunting sounds your character makes as he jumps from wall to wall. A slightly different grunt is heard during the final jump that leads out of a vertical corridor. Use this cue to know when to stop tapping Jump. Oftentimes you'll reach the top of an area, then mistakenly jump back down, so pay close attention to this cue to know when to stop jumping.

FLYING SWALLOW TECHNIQUE



Execution: While jumping forward press Strong Attack to attack enemies from above.

Type: Offensive

Effectiveness: High

Description: Any foes in your path will be torn through. Use in crowded areas.

Any time you're in a bind against a multitude of enemies or during a boss battle, this is the technique to use. The technique differs depending on the currently equipped weapon and the character you're playing, but in most cases the Dragon Sword's Flying Swallow is the best version to use. Hayabusa flies through the air, covering a good distance, and inflict damage on any opponents in his path. Hayabusa is vulnerable during the initial jump, however, once the technique has been executed, he cannot be harmed until the animation of the Flying Swallow concludes. Use this technique multiple times in rapid succession to inflict damage on large numbers of enemies while staying safely outside of their attack range. Some enemies, especially bosses, will block this attack. If that happens, wait until the enemy is in the middle of an attack to use this technique to ensure they cannot block it.

FURIOUS WIND TECHNIQUE



Execution: Block + Left Analog Stick while blocking an enemy attack.

Type: Defensive

Effectiveness: High

Description: When your defense has been broken, use this to swiftly avoid any further damage by dashing away.

This technique is very similar to the Reverse Wind Technique. The only difference is that this version of the maneuver is executed while blocking an enemy attack. The advantage gained with the Furious Wind Technique is that it is possible to perform a special sidestep attack by pressing an attack button during this technique. When executed properly, you dodge an enemy attack while blocking, then execute an attack during the evasive technique that's almost guaranteed to hit the opponent. This attack can also lead into combos or other offensive techniques.

TIP

Rachel's version of the Furious Wind is referred to as the Reverse Flank and can be executed while near an opponent instead of while blocking an attack.

OBLITERATION TECHNIQUE



Execution: Press Strong Attack near an enemy that has lost an arm or leg to finish them off.

Type: Offensive

Effectiveness: High

Description: Injured enemies can be extremely dangerous. Obliterate them quickly!

The Obliteration Technique is as gruesome as it is useful. There are two important traits to remember about this technique. The first is that during the animation of the technique, you are invulnerable to harm. You cannot be attacked and the animation cannot be interrupted, thus you are invincible for a short period of time. Second, this technique instantly kills any opponent, including bosses. Use it in crowded battles against a large number of opponents to finish off enemies while avoiding attacks. As soon as the technique comes to an end, shift directly into a combo string to take advantage of your invincibility.

REVERSE WIND TECHNIQUE



Execution: Block + Left Analog Stick

Type: Defensive

Effectiveness: Moderate

Description: Performs a quick dash in the direction indicated by the Left Analog Stick. Use it to dodge enemy attacks, or to get close and finish them off.

The Reverse Wind Technique is best used when closing in on enemies from a distance. Enemies that use projectile attacks generally try to stay at a certain distance. Use the Reverse Wind to avoid their projectile attacks while you close the distance to attack from within melee range. The speed of the technique is fast enough to dodge projectiles as soon as they are launched, however, you do not dash very far. Multiple Reverse Wind Techniques may be needed to avoid the numerous attacks of projectile users. This technique works especially well against bosses, when it is necessary to continuously dodge their attacks.

TIP

Hold Block while tapping the Left Analog Stick in the direction you wish to dodge to maintain your guard while you use this technique multiple times consecutively.

Rachel's version of the Reverse Wind is referred to as the Rollthrough.

SHADOWLESS FOOTSTEPS



Execution: Jump toward a wall, then hold the Left Analog Stick in the desired direction to run along the wall.

Type: Environmental

Effectiveness: High

Description: Your character runs horizontally across a wall making places that seem out of reach accessible.

This is one of the most frequently used techniques in your arsenal. Almost any time there is a crevice to cross or an item in an out-of-the-way area, the Technique of Shadowless Footsteps is the method that must be used. Your character runs along the wall for a short distance, which can also be used as a defensive tool to evade enemies or gain the advantage of the high ground. You can jump at any time during this technique, which can lead into any of your aerial attacks.

ULTIMATE TECHNIQUE



Execution: Hold Strong Attack to charge, then release.

Type: Offensive

Effectiveness: Moderate

Description: If successful, your enemies will suffer. A longer charge time increases its power. While charging, absorb Essence to quicken it.

This is an extremely useful technique, but you must be cautious about when you use it, as you can take damage while charging this technique. There are two different versions of the technique. The Ultimate Technique 1 is executed without a full charge, while your character is glowing blue. You unleash a short combo attack that cannot be interrupted by weaker enemies. The Ultimate Technique 2 uses a full charge, when your character glows red. You launch into a long combo attack that can only be interrupted by strong enemies and bosses. Gathering Essence lowers the charge time requirements. This is referred to as the Ultimate Guidance Technique. Two Yellow Essence orbs, or one Blue or Red Essence orb, result in a fully charged Ultimate Technique 2.

TIP

Hold Strong Attack as soon as you land from a jump to gain an instant charge. This greatly shortens the amount of time required to reach a fully charged Ultimate Technique.

NOTE

When using Essence to quicken the charge, the value of the Essence absorbed is lowered. Yellow Essence does not earn as much currency, Blue Essence doesn't restore as much health and Red Essence doesn't restore as much Ki.

UNRIVALED SOARING



Execution: While running on a wall, press Jump, then hold the Left Analog Stick in the direction you wish to move to run along the next wall.

Type: Environmental

Effectiveness: High

Description: No place is out of your reach!

When Shadowless Footsteps isn't enough to continue along the desired path, Unrivalled Soaring is the answer. This is basically an extended version of Shadowless Footsteps that encompasses multiple adjacent walls. Start with Shadowless Footsteps on one wall, then jump and continue along the next adjacent wall with the Unrivalled Soaring Technique.

THE TECHNIQUE OF THE INVISIBLE PATH



Execution: Run on a wall, press Jump and then hold the Left Analog Stick in the direction you wish to move to continue running along the opposing wall.

Type: Environmental

Effectiveness: High

Description: Use the environment to your advantage to reach new heights!

As the third and final extension to Shadowless Footsteps, the Invisible Path continues where Unrivalled Soaring leaves off. Use this technique to jump from wall to wall and traverse narrow pathways. This is very similar to Unrivalled Soaring except that instead of jumping to the adjacent wall, you jump to the opposite wall. If the technique is started on the right wall, you would jump to the left wall to execute this technique.

WIND PATH



Execution: Press Jump while jumping over an enemy.

Type: Defensive

Effectiveness: Moderate

Description: Pass through a crowd of enemies by jumping on their heads.

This technique allows you to jump from one opponent to the next, using their heads as footstools. Use this technique to move through a horde of enemies without taking damage. It is also possible to initiate any aerial attack during this technique. Shift from the Wind Path directly into Flying Swallow to attack opponents from above.

WIND RUN



Execution: Quick Attack + Jump

Type: Defensive

Effectiveness: Moderate

Description: A fast, evasive jump.

While very similar to a standard jump, the Wind Run is much more evasive. Your character cannot be harmed by most attacks during the animation of the Wind Run. Use this to get out of a crowd of enemies without taking damage. Like the Wind Path, it is also possible to execute any aerial attack during the Wind Run.

TIP

Most battles can easily be won with repeated use of the Wind Run followed immediately by the Flying Swallow. As soon as you land from the Flying Swallow, initiate another Wind Run and repeat the process. This strategy makes it very difficult for opponents to inflict damage to your character.

NINJA ENEMIES

Hayabusa and his team battle against a wide variety of enemies throughout *Ninja Gaiden Sigma 2*. Most enemies have a large selection of abilities and can be difficult to fight unless you understand how to avoid or defend against these abilities. This chapter covers every enemy and what they can do.

BASICS BATTLE STRATEGIES

While some enemy encounters require specific strategies, most of the time general strategies can be used to dispatch of the enemies encountered throughout the game.

- When in doubt use the Wind Run into the Flying Swallow. This basic strategy works in almost any situation.
- Against groups of weaker enemies, use the Izuna Drop (■▲■■■▲) repeatedly. After the final attack in the combo, the first attack in the next Izuna drop combo may miss, but frequently the second attack connects with the closest opponent, resulting in a near endless combo string.
- Use the Reverse Wind technique combined with projectile attacks as enemies are closing in from a distance. Once they are within melee range, focus on combos that start with weak attacks when fighting multiple enemies at a time.
- Use the Wind Path to reach higher-priority enemies and avoid weaker opponents without taking damage.
- Any combo that leads into a throw renders Hayabusa invincible during most of the throw animation.
- Hayabusa is invincible during the Obliteration technique.
- During crowded battles, use combos to injure multiple opponents, then use successive Obliteration techniques to keep Hayabusa invincible for extended periods of time.
- There is virtually no delay at the end of an Obliteration technique. In a group of enemies, do not hesitate after performing an Obliteration technique. Immediately proceed to your next attack.
- Against large numbers of stronger enemies, use the Dragon Sword Divine Flying Swallow (Level 3 Flying Swallow) continuously to inflict significant damage while staying out of harm's way.
- Against a large number of opponents, the Ultimate technique leaves Hayabusa vulnerable during its charge period. Essence orbs dramatically shorten the charge time of the Ultimate technique, so use the Ultimate technique only when there is Essence around to absorb.

- The last hit of most enemies' combos results in a guard stun. This is indicated by your character throwing arms into the air, abandoning their blocking animation. When this happens, you cannot block for a short period. Use the Reverse Wind to avoid attacks during a guard stun.

NOTE

Refer to the "Path of the Ninja" chapter for any battle-specific details for enemy encounters.

CLASS

There are two different enemy classes in *Ninja Gaiden Sigma 2*: weak and strong. Weak enemies generally can be stunned by any strong attack. In addition, they can be enemies are significantly harder to stun and will often interrupt your attacks with an attack of their own. These enemies cannot be knocked into the air unless you're using Enma's Fang, and the Reverse Wind technique should be used to avoid their counterattacks used during a combo string.

RANGE

Certain enemies can attack from a distance, while others can only attack from a close range. Enemies with a long attack range can generally attack as soon as they see you, no matter how far away they are. A moderate attack range indicates that an enemy does not have to be right on top of you to attack, but they cannot attack from across the screen either. They can generally attack from just outside the Dragon Sword's attack range. Enemies with a short attack range can only attack when they are close to you.

PRIORITY

Frequently you must fight multiple enemies during a single battle. This is where the priority rating is most useful. Focus on the enemy with the highest priority rating, as they are the most dangerous enemy in the group and should be taken out first. If multiple enemies have the same priority rating, defeat strong enemy types before weak enemy types and any enemies with a projectile attack before enemies that do not have a projectile attack.

NINJA GOLDEN 2

ABILITIES

Almost every enemy in the game has at least one unique ability, similar to Hayabusa's techniques. Knowing which abilities an enemy possesses and how to defend against them is the key to not only defeating an enemy, but handling large numbers of enemies at a time. Most enemies gain new abilities as you progress through the game. When an enemy gains a new ability, their appearance changes. For example, Melee Ninja in later chapters are red and black in color and have an explosive kunai similar to Ayane's Flash Kunai.

NOTE

All enemies have the ability to use a throw at close range.

ENEMY ABILITIES CHART

Ability	Enemy	Description
Acid Drip	Bone Scorpion	Acid drops from the enemy that inflicts a small amount of damage.
Cannonball	Chainsaw Bazooka Zombie	When at a distance, the Chainsaw Bazooka Zombie shoots a cannonball from it's canon arm. A single cannonball causes guard stun.
Charge Attack	Dragon Demon, Centaur, Marionette Demon	The enemy uses a lunging attack from outside melee attack range.
Explosive Death	Mecha Soldier	When the Mecha Ninja is killed, the resulting explosion inflicts damage to Hayabusa.
Explosive Kunai	Melee Ninja, Ninja Dog	The Ninja Dog and Melee Ninja in later chapters throw an Explosive Kunai from a distance or at close range.
Flame Column	Ninpo Ninja	After an incantation, the Ninpo Ninja creates a narrow column of flame that engulfs your current position.
Flight	Flying Demon, Half-Dragon Demon, Mecha Soldier	The enemy can hover in the air and occasionally attack while airborne.
Kamikaze	All Ninja	Once an enemy has lost a limb they use an unblockable attack to blow themselves up and inflict damage at the same time.
Long-Range Dive Attack	Flying Demon	The Flying Demon dives at Hayabusa from the air. This attack is relatively slow in execution.
Long-Range Throw	Demon Spawn	The Demon Spawn jumps toward Hayabusa from outside melee attack range. Upon reaching Hayabusa, the Demon Spawn uses an unblockable throw.
Projectile Attack	Beastmen, Death Worm, Demon Spawn, Flying Demon, Half-Dragon Demon, Heavy Artillery Ninja, Lesser Demons, Light Artillery Ninja, Marionette Demons, Mecha Soldier, Ninpo Ninja, Projectile Ninja, Tactical Ninja	Enemies with a projectile attack have the ability to fire a projectile from a distance. Projectiles are generally fireballs, but can vary depending on the enemy.
Short-Range Fire Breath	Demon Spawn, Dragon Demon, Half-Dragon Demon	The Demons shoot fire from their mouths that covers a distance slightly longer than the attack range of the Dragon Sword.
Teleportation	Ninpo Ninja	The Ninpo Ninja and Lesser Fiend teleport around the battle area when Hayabusa is at a distance. During a teleport, these enemies cannot be attacked.

NOTE

Speed, power, and priority are rated on a scale from 1 to 5, with 1 being the lowest and 5 being the highest.

ENEMIES

HEAVY ARTILLERY NINJA



HEAVY ARTILLERY NINJA DETAILS

First Seen: Chapter 10

Class: Weak

Reach: Long

Speed: 4

Power: 5

Priority: 4

Abilities: Kamikaze, Projectile Attack

An upgrade from the Tactical Ninja, these Heavy Artillery Ninja shoot rockets similar to the Light Artillery Ninja, except that they shoot several rockets simultaneously. This makes them more dangerous than the Light Artillery Ninja and should be approached with extreme caution. When these Ninja are encountered, there is almost always some sort of cover available. Use this cover to avoid their attacks and hit them with arrows between attacks or use Shadowless Footsteps on a nearby wall and then hit them with a Flying Swallow when you get close.

LIGHT ARTILLERY NINJA



LIGHT ARTILLERY NINJA DETAILS

First Seen: Chapter 9

Class: Weak

Reach: Long

Speed: 4

Power: 4

Priority: 3

Abilities: Kamikaze, Projectile Attack

Light Artillery Ninja are almost identical to Tactical Ninja, except that they use a single-shot rocket launcher instead of a standard gun. The rockets have the ability to knock Hayabusa out of the air and inflict on him a good deal of damage. These Ninja should be taken out as quickly as possible and take priority over most enemies.

MELEE NINJA



First Seen: Chapter 1

Class: Weak

Range: Short

Speed: 4

Power: 2

Priority: 1

Abilities: Kamikaze, Projectile Attack

The basic Melee Ninja is the most common enemy in the game. The Melee Ninja attack with either a standard katana, similar to the Dragon Sword, or a claw weapon similar to the Falcon's Talons. They do not have any notable abilities, aside from a kamikaze attack that is used at close range when they are wounded and the ability to throw shurikens. When fighting against multiple Melee Ninja, pay close attention to any enemies that have missing limbs as the kamikaze attack cannot be blocked. You must either use the Reverse Wind to dodge the attack, or finish off the opponent with an Obliteration technique or any standard attack. From Chapter 6 onward, Melee Ninja gain the ability to use explosive shuriken.

NINJA DOG



NINJA DOG DETAILS

First Seen: Chapter 2

Class: Weak

Range: Long

Speed: 5

Power: 2

Priority: 2

Abilities: Explosive Shuriken

The Ninja Dogs attack quickly, so use the Dragon Sword or Falcon's Talons to match their speed. Stay on the move as you battle against them. If you remain stationary too long, they throw explosive shuriken that inflict moderate damage. Focus on one Ninja Dog at a time until each has been defeated. They are very weak in early chapters and it does not take many attacks to defeat them, but they are also very evasive and, in later chapters, they can take a few more hits before they die. Use quick weak attacks and avoid the longer execution time of strong attacks.

NINPO NINJA

NINPO NINJA DETAILS



First Seen: Chapter 1

Class: Weak

Range: Long

Speed: 4

Power: 3

Priority: 4

Abilities: Flame Column, Projectile Attack, Teleportation

Anytime you encounter a Ninpo Ninja, take this enemy out before you focus on the other enemies in the area. Ninpo Ninja have the ability to shoot flaming projectiles from long range, as well as create a column of flame that heavily damages Hayabusa. However, they only use these attacks when they are left alone, as both attacks take time to execute. When you approach them, they may teleport away to give themselves more time to use their ninpo magic. In this instance, use the Flying Swallow to catch them while they attempt an escape.

EXECUTOR



EXECUTOR DETAILS

First Seen: Chapter 9

Class: Strong

Range: Long

Speed: 3

Power: 4

Priority: 3

Abilities: Explosive Death, Flight, Projectile Attack

Executors are similar to Tactical Fiends in many ways. When left alone, they fire a stream of bullets at Hayabusa. Against multiple Executors, this stream is nearly endless. In addition, they have the ability to fly for short periods of time. When they are airborne, use the Flying Swallow to take them out. This technique is also useful against multiple Executors to keep Hayabusa on the move and avoid their attacks. Weapons combos that knock weaker enemies into the air do not work on these stronger Fiends, however, using weaker combos followed by the Reverse Wind to quickly move away from the Fiends works well. When an Executor has been defeated, the explosion that follows injures Hayabusa if he is too close. Defeat them and quickly move away to avoid the explosion.

PROJECTILE NINJA PROJECTILE NINJA DETAILS

First Seen: Chapter 1

Class: Weak

Range: Long

Speed: 4

Power: 2

Priority: 2

Abilities: Kamikaze, Projectile Attack

Projectile Ninja are very similar to Melee Ninja. In fact, at close range, they pull out a katana and fight almost exactly like a Melee Ninja. However, it's at a distance where these enemies are most deadly. Take out any Projectile Ninja first when you encounter a group of Ninja to avoid their attacks. Once they have seen Hayabusa, they begin to shoot flaming arrows at him. They do not cease firing until Hayabusa closes in on them. At this point, they pull out a katana and use a technique similar to the Reverse Wind to get out of melee range and escape back to projectile range. Use the Reverse Wind or Flying Swallow to catch them if they move out of melee range. When Projectile Ninja lose a limb, they may crawl on the ground, but will still shoot projectiles if left alone, and they have the same kamikaze attack as the Melee Ninja. Finish them off quickly once they've been injured.

TACTICAL NINJA



TACTICAL NINJA DETAILS

First Seen: Chapter 9

Class: Weak

Range: Long

Speed: 4

Power: 3

Priority: 1

Abilities: Kamikaze, Projectile Attack

Treat Tactical Ninja like you would Projectile Ninja. When left alone, they shoot their guns at Hayabusa, stunning him on impact. Use the Reverse Wind or simply jump to avoid their attacks. The Reverse Wind is also useful to quickly close in on them, while potentially inflicting damage to multiple enemies at a time. Stay on the move against large numbers of Tactical Ninja to prevent being stunned by their fire. Be cautious around injured Tactical Ninja, as they have the same Kamikaze technique as the Melee and Projectile Ninja.

DEMONS

CHAINSAW BAZOOKA ZOMBIE

CHAINSAW BAZOOKA ZOMBIE DETAILS



First Seen: Chapter 12

Class: Strong

Reach: Long

Speed: 1

Power: 5

Priority: 4

Abilities: Cannonball

The Chainsaw Bazooka Zombie has a chainsaw for one hand and a canon for the other. At a distance, they shoot a cannonball that breaks Hayabusa's guard,

leaving him temporarily open to attack. When this attack is not blocked, it interrupts almost anything Hayabusa is doing at the time and knocks him to the ground. At close range, these enemies are not much of a threat outside of their standard throw. However, since they are some of the slowest enemies in the game, the throw is telegraphed and can easily be avoided. When you see a Chainsaw Bazooka Zombie raise a foot, quickly use the Reverse Wind to move out of the way and avoid the throw that follows. Against a large group of Chainsaw Bazooka Zombies, use the Flying Swallow with the Dragon Sword, or virtually any of the attacks from Enma's Fang or the Eclipse Scythe to dwindle their numbers. When fighting large groups, do not stay on the ground too long to avoid the cannonball shots.

DEMON SPAWN

DEMON SPAWN DETAILS



First Seen: Chapter 3

Class: Strong

Reach: Moderate

Speed: 2

Power: 4

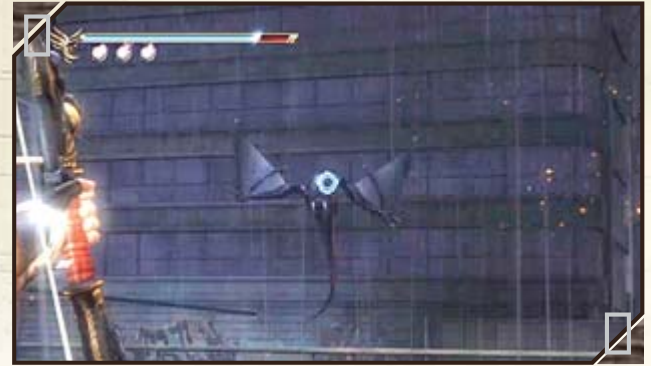
Priority: 4

Abilities: Projectile Attack, Long-Range Throw, Short-Range Fire Breath

Demon Spawn shoot two fireballs in rapid succession when fighting from a distance. They are also classified as strong-type enemies, meaning they are not easily stunned and can attack Hayabusa during a combo string. The Flying Swallow technique works well to close in on them quickly, while inflicting damage on multiple enemies at a time. At close range, do not use any combos that lead into aerial attacks, as these enemies cannot be knocked into the air. When left alone, they use the short-range fire breath technique or the fireball

projectile from a distance. In addition, as they close in on Hayabusa, they use the long-range throw technique. If one is seen approaching, be prepared to use the Reverse Wind to avoid the long-range throw.

FLYING DEMON



FLYING DEMON DETAILS

First Seen: Chapter 3

Class: Strong

Reach: Long

Speed: 3

Power: 3

Priority: 2

Abilities: Flight, Projectile Attack, Long-Range Dive Attack

The Flying Demons shoot fireballs from a distance and periodically lunge at Hayabusa. Their attacks are relatively slow in succession, but they almost always attack in groups. Use the Fiend's Bane Bow and jump into the air to automatically aim at the closest Flying Demon. If you use the first-person view, a single arrow will take down any Flying Demon.

HALF-DRAGON DEMON



HALF-DRAGON DEMON DETAILS

First Seen: Chapter 6

Class: Strong

Reach: Moderate

Speed: 3

Power: 4

Priority: 3

Abilities: Projectile Attack, Flight, Short-Range Fire Breath

A direct upgrade of the Demon Spawn, the Half-Dragon Demon's abilities are almost identical to its lesser brethren. Instead of shooting two fireballs from a distance, the Half-Dragon Demon shoots three at a time. In addition, instead of using a long-range throw, the Half-Dragon has the ability of flight similar to the Mecha Soldiers. When they are in the air, use the Flying Swallow to bring them down. The Flying Swallow also works well to keep Hayabusa constantly on the move and out of reach of the Half-Dragon Demons. At close range, do not use combos that lead into the air, as these enemies cannot be knocked into the air unless you're using Enma's Fang. After a single combo, use the Reverse Wind or Flying Swallow to move away from the Half-Dragons to avoid a counterattack. If they begin to wind up for an attack, cease your combo attack and immediately use the Reverse Wind to avoid their attack.

LESSER FIEND



LESSER FIEND DETAILS

First Seen: Chapter 7

Class: Weak

Reach: Short

Speed: 4

Power: 2

Priority: 1

Abilities: Projectile Attack

The Lesser Fiend is essentially the demon version of a Melee Ninja. Lesser Fiends are one of the weakest demons and appear often after chapter 7. If left alone for too long they will use a fireball projectile attack. From a distance they

can move underground similar to a Ninpo Ninja. The Lesser Fiends disappear underground and move toward Hayabusa. Watch their trail on the ground and use the Reverse Wind to move away as soon as they get close. If you do not move, they use a throw as soon as they reappear. The slightly stronger Lesser Demons are a dark purple color and can sometimes require more than one Izuna Drop to finish them off. They can also continue to fight even after their heads have been severed, so do not drop your guard if this happens.

MARIONETTE DEMON



MARIONETTE DEMON DETAILS

First Seen: Chapter 15

Class: Strong

Reach: Long

Speed: 4

Power: 5

Priority: 4

Abilities: Projectile Attack, Charge Attack

The Marionette Demons are some of the toughest enemies in the game. Their Projectile Attack cannot be blocked and leaves Hayabusa open to their charge attack that frequently follows and inflicts a significant amount of damage.

They also attack in groups, making it even more difficult to avoid the projectile attacks. In addition, their metal bodies make them strong against Hayabusa's weapons. Use the Flying Swallow as much as possible to stay on the move and in the air. This makes it much easier to avoid their projectile attacks. Once their numbers have decreased, either continue with the Flying Swallow technique, or switch to the Eclipse Scythe or Enma's Fang to inflict as much damage as possible and take them out in fewer attacks.

WATER DEMON

WATER DEMON DETAILS



First Seen: Chapter 6

Class: Weak

Reach: Short

Speed: 5

Power: 2

Priority: 2

Abilities: Projectile Attack

On water, the Water Demons can be difficult to fight due to Hayabusa's limited array of attacks in this situation. Move to solid ground to attack these enemies whenever possible. From chapter 13 on, Water Demons are red in color and have the ability to use a projectile attack. Stay at close range to prevent them from using their projectile attack and use any combo to dispatch them. They are weak enemies, but they cannot be knocked into the air. However, they are almost always stunned by any combo that transitions into the air, so it is still safe to use aerial combos on these enemies. If there is no solid ground to be found, run in tight circles to avoid their projectile attacks and close in on them. Then use the Falcon's Talons water attacks to finish them off.

LYCANTHROPES

BEASTMEN



BEASTMEN DETAILS

First Seen: Chapter 6

Class: Strong

Reach: Short

Speed: 4

Power: 4

Priority: 2

Abilities: Long-Range Throw

The Beastmen do not have any unique abilities aside from a basic long-range throw, but they are very strong and difficult to stun. Use the Falcon's Talons to inflict a great deal of damage with minimal effort and stay close to them at all times to limit the use of their long-range throw. Since it is difficult to stun them, be cautious of a counterattack that could come at any time. Be prepared to use the Reverse Wind when they begin to counterattack.

CENTAUR

CENTAUR DETAILS



First Seen: Chapter 15

Class: Strong

Reach: Moderate

Speed: 3

Power: 3

Priority: 3

Abilities: Charge Attack

Centaurs' primary special move is a charge attack that knocks Hayabusa down or breaks his guard. They attack in groups and generally circle around Hayabusa, using their spears to attack from a moderate distance. Use the Flying Swallow to close in on them and attack with the Dragon Sword at close range. It is also possible to use the Kusari-gama from a moderate range to counteract their spears. If they are charging at Hayabusa, do not use any attacks other than ninpo or the Flying Swallow. Wait until they rear up on their hind legs before attacking with anything else. Their spears also give them a slightly longer throwing range than most other enemies have, so be cautious as they begin to close in on you.

OTHER ENEMIES

BATS



BAT DETAILS

First Seen: Chapter 3

Class: Weak

Reach: Short

Speed: 4

Power: 1

Priority: 1

Abilities: None

There are two types of Bats. The first are basic Bats that are the weakest enemies in the game. Take them out with standard shurikens from a distance, or use the Dragon Sword or Kusari-gama to defeat them at close range. Their attacks do not stun Hayabusa, but it can be difficult to determine if Hayabusa is being attacked because there are no signs other than a depleting health gauge. As soon as you hear them approaching, start throwing shurikens to determine their direction, and attack as soon as they are within range. The larger Bats have the same abilities as normal Bats, but inflict significantly more damage with their attacks. Use the Flying Swallow to prevent them from attacking, while simultaneously taking them down.

BONE SCORPION



BONE SCORPION DETAILS

First Seen: Chapter 7

Class: Weak

Reach: Short

Speed: 3

Power: 1

Priority: 2

Abilities: Acid Drip

Bone Scorpions are relatively weak compared to most of the other enemies in the game. However, they almost always attack in large numbers and can be an annoyance. At a distance, use the Kusari-gama to keep these enemies at bay and prevent them from attacking. At close range, if they get an attack off, they have the ability to briefly stun Hayabusa, preventing him from attacking. If they close in, continue to use the Kusari-gama, or switch to the Falcon's Talons or Vigorian Flail if you have trouble initiating an attack. When Bone Scorpions attack from above, they use an acid drip that can stun Hayabusa. Use the Kusari-gama to knock them off of the ceiling and prevent them from using the acid drip.

DEATH WORM



DEATH WORM DETAILS

First Seen: Chapter 12

Class: Strong

Reach: Moderate

Speed: 1

Power: 3

Priority: 2

Abilities: Projectile Attack

The Death Worm sprouts from underground, generally in small ponds. It cannot move once it has sprouted, but if Hayabusa is outside of their attack range, they will burrow underground again and sprout closer to him.

When they first appear they only have the ability to attack with moderate range and use a throw. However, later in the game they gain the ability to use an acid spit projectile attack that inflicts significant damage. They almost always appear with other enemies. During their first appearance, take out the other enemies first, then address the Death Worms. However, when they gain the ability to use a projectile attack, dispatch of them quickly or defeat the accompanying enemies under cover so you're not being attacked by the Death Worms. Use Enma's Fang or the Eclipse Scythe to take them quickly, but the Dragon Sword works as well if the other two weapons are only level 1.

BLOOD EEL



BLOOD EEL DETAILS

First Seen: Chapter 12

Class: Strong

Reach: Short

Speed: 3

Power: 3

Priority: 2

Abilities: None

The Blood Eel does not have any special abilities and can only attack with a throw at close range. Use the Howling Cannon from a distance to make quick work of any Blood Eel you come across. If one does catch you in a throw, it inflicts moderate damage and launches Hayabusa across the area. Fight Blood Eels with your back to a wall to avoid getting caught from behind.

SPINY FIEND



SPINY FIEND DETAILS

First Seen: Chapter 12

Class: Weak

Reach: Short

Speed: 2

Power: 1

Priority: 2

Abilities: None

Spiny Fiends are very similar to Bone Scorpions. They do not have any long-range attacks other than a lunging throw that can be blocked from a moderate distance. Use the Kusari-gama from a distance then switch to the Falcon's Talons or Vigoorian Flail at close range if you have trouble initiating an attack with the Kusari-gama.

UNDEAD FISH



UNDEAD FISH DETAILS

First Seen: Chapter 6

Class: Weak

Reach: Moderate

Speed: 3

Power: 2

Priority: 3

Abilities: Long-Range Throw

Undead Fish are very weak, but can be an annoyance if they are not taken out quickly. They always attack in groups, but can be seen from a distance. Use a combination of a projectile weapon and the Dragon Sword to take out any and all Undead Fish in the area. When you shoot one with a projectile weapon, any other Undead Fish around you will swarm in to attack. Shoot one, then use any of the Dragon Sword's quick attack combos. The Undead Fish also use a throw that tracks Hayabusa from a deceptive range. Also note that Undead Fish can be found underwater, floating high above Hayabusa in the air, or at eye level. When you see a single Undead Fish, look all around the area to ensure you have spotted and killed all of them.

team missions

MISSION BRIEFING DIFFICULTY LEVELS



There are 35 missions in Team Missions mode, ranging in difficulty from Acolyte (easy), Warrior (normal), Mentor (hard), Master Ninja (very hard), and Ultimate Ninja (insanely hard). Acolyte and Warrior are fairly straightforward and can be completed by an average player, who can score gold medals with relative ease. Mentor increases the difficulty quite a bit, but a skilled player can still cruise through these missions.

When you reach the Master Ninja missions, the increase in difficulty is completely different compared to the increase from Acolyte to Warrior and Warrior to Mentor.. Only the best Ninja Gaiden players will be able to earn gold medals on these missions, and even they will not find it an easy task. Ultimate Ninja missions continue the trend by offering five insanely difficult missions that require a master's touch just to complete. Earning a gold medal on an Ultimate Ninja mission is something of legend, even for the top Ninja Gaiden players in the world. When you reach this level of skill, you can consider yourself one of the best.

KARMA POINTS AND MEDALS



Your karma score is a rating of how well you perform during combat. Every time you defeat an enemy you receive karma points. You will receive a bonus to your karma points by consecutively defeating multiple enemies, executing combos, and using special techniques such as the Obliteration Technique. At the end of each mission your karma score determines the medal you're rewarded with. You can receive a bronze, silver, or gold medal, based on your karma score.

TIP

Focus on using Obliteration and Ultimate techniques to maximize your karma score. While having a high combo count looks impressive, combos earn the least amount of karma score and are therefore the least important aspect of raising toward earning gold medals.

KARMA SCORE

Bonus	Karma Points	Action
Killing Spree	3000	Kill multiple enemies consecutively without getting hit.
Instant Kill	3000	Kill an enemy with a single combo or attack.
Obliteration Technique	3000	Kill an enemy with an Obliteration Technique.
Ultimate Technique 1	2000	Kill an enemy with an Ultimate Technique 1.
Ultimate Technique 2	5000	Kill an enemy with an Ultimate Technique 2.
Enemy Kill	1000	Kill an enemy.
Combo	Hit Total x 10	Perform a combo.

PARTNERING WITH AI VS. MULTIPLAYER CO-OP

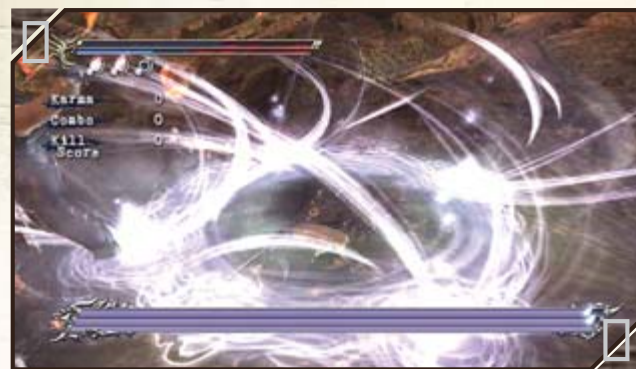


The Team Mission mode was designed with cooperative play in mind. As the name suggests, you cannot play these missions solo. Either you select a computer-controlled partner, or you can take the game online and find someone to play with. Unfortunately, if you're stuck with a computer-controlled partner, you will have a much more difficult time completing missions and earning gold medals. This is especially true on the Master Ninja and Ultimate Ninja missions, where the difficulty is pumped up to the extreme.

If you have a human-controlled partner, you can coordinate attacks and let the other person know where you're at, what you're fighting and how much health you have. The computer-controlled partner does not do any of this, and if they die more than five times on any missions other than Ultimate, the game is over. On Acolyte, Warrior, and Mentor missions, a skilled player can make it through with gold medals despite the limitations of the computer-controlled partner. However, on

Master Ninja and Ultimate Ninja missions, what is already an extremely difficult mission becomes nearly impossible to complete, let alone earn a gold medal.

RESCUING



There are no items in Team Mission mode, but enemies drop Essence in the same way they do during the main game, and occasionally Essence will randomly appear. If either character dies, the other can rescue them by getting close to their lifeless body and pressing ●. You can only rescue another player while your character is in a neutral state. If you are in a blocking stance, or in the middle of an attack you cannot rescue another player.

On Acolyte and Warrior missions there is no limit to the number of times you or your partner can be rescued. However, if one character is not rescued within 10 seconds, they can no longer be rescued and the game is over. During Mentor, Master Ninja and Ultimate Ninja missions, you and your partner can only die up to five times before the mission is a failure.

PARTNER CHARACTER

Hayabusa is the best character to use in Team Mission mode because he has the widest variety of weaponry and the most attacks and combos for each weapon. He has an answer to almost every situation presented in Team Mission mode. While you can play as two Hayabusa characters, when playing with a computer-controlled partner you may want to mix things up and add a little variety.

HAYABUSA



Once you have unlocked all of Hayabusa's weapons for Team Mission mode, you'll find there is no other character that can handle the waves of enemies better. With four levels of combos for each melee weapon and two different projectile weapons to choose from, the other three characters simply don't compare to Hayabusa. Even if you aren't versed with his many weapons, the Dragon Sword or True Dragon Sword are more than enough to complete each mission and are superior in almost every way to Ayane, Momiji and Rachel's melee weapons. Even the computer-controlled Hayabusa acts more like a human player than any of the other three.

AYANE



Ayane's short range and limited attack power make her the worst choice of the three new characters for almost every mission. In addition, the computer-controlled Ayane doesn't seem to know what to do in any situation and almost always dies faster than any other character. Her only saving graces are a power ninpo spell and her Flash Kunai, but with a limited ability to use ninpo without the aide of Ki-replenishing items, and the fact that most ninpo usage will be a combined ninpo spell, this isn't enough to put her above the other characters.

MOMIJI



Momiji has more reach than Ayane and tends to play smarter when controlled by the computer, but she's still lacking in weaponry and combat experience. Her limited assortment of attacks and slower attack speed do not help her during the hectic battles of Team Mission mode. While a human player can overcome many of these adversities with sheer skill, the computer-controlled Momiji does not do much, aside from getting in the way.

RACHEL



Rachel is your best bet if you need a computer-controlled partner and you want someone other than Hayabusa. She has good attack range, plays smarter than Ayane and Momiji, and survives longer when facing off against hordes of opponents. Her arsenal of attacks is still limited, making her fall short of Hayabusa, but she's the best option outside of the super Ninja.

RECOMMENDED MELEE WEAPON

Unless otherwise stated in the "Mission Analysis" section of this chapter, the Dragon Sword and True Dragon Sword are the best weapons for virtually every mission. This is because almost all missions force you to fight against a variety of opponents and the two Dragon Swords are the best all-around weapons in the game. Some enemies are better fought with a weapon that has a higher attack power such as the Eclipse Scythe or Enma's Fang, but these weapons fall short of the Dragon Swords when facing a mob of angry Melee Ninja, or any other agile opponent. It's rare to find missions where the Eclipse Scythe or Enma's Fang work well against every opponent you face.

RECOMMENDED PROJECTILE WEAPON

The Fiend's Bane Bow should be your most often used projectile weapon. It can interrupt attacks from faster enemies, and in the first-person view, many flying opponents can be taken down with a single shot. Momiji's Heavensong Bow is virtually identical to Hayabusa's Fiend's Bane Bow, and Ayane's Flash Kunai work well to stun opponents and give you a moment to regroup, but Rachel's Type 666 Heavy Machine Gun doesn't have enough firepower to make up for the slow rate at which she can shoot.

TIP

If you and your partner use ninpo at the same time in close proximity, it creates a combined ninpo that has a wide radius of attack and inflicts significant damage on most enemies. A computer-controlled partner automatically uses ninpo when you do as long as they're not in the middle of another action. Make sure you're close to your computer-controlled partner if you want to use a combined ninpo attack. For best results in attaining a combined ninpo with a computer-controlled partner, use ninpo immediately after rescuing them or being rescued.

RECOMMENDED NINPO

In most cases you will use the combination ninpo spell, which is the same no matter who your partner is or which ninpo spells you select. However, in the off chance you use a stand-alone ninpo spell, Hayabusa's Art of the Inferno is the best because it targets three enemies at a time. In almost every mission you face large numbers of opponents, so the more enemies you can hit with a single ninpo spell the better. Ayane's Art of the Raging Mountain God ninpo is also good for this purpose, but its lack of range is slightly limiting. Momiji's Art of the Crimson Lotus ninpo is identical to the Art of the Inferno, and Rachel's Magic of Raging Aphrodite ninpo has the worst range of them all.



Combined ninpo

ENEMY PRIORITY

The main strategy when playing through a vast majority of the missions is to prioritize the enemy targets. You will be facing a multitude of opponents from every angle, but if you let the most dangerous enemies wander, you'll have a much more difficult time surviving and earning gold medals. Take out the most dangerous opponents first, then focus on the weaker enemies. Some enemies, such as the Spiny Fiends, are easy to defeat, but dangerous if left alone, therefore they have a higher priority rating than some other enemies, whom you might assume would be more dangerous.

ENEMY PRIORITY

Enemy	Priority
Melee Ninja	1
Tactical Ninja	1
Lesser Fiend	1
Flying Demon	2
Water Demon	2
Beastman	2
Worm Fiend	2
Bone Scorpion	2
Spiny Fiend	2
Ninja Dog	2
Demon Spawn	3
Half-Dragon Demon	3
Light Artillery Ninja	3
Ninpo Ninja	4
Marionette Demon	4
Chainsaw Bazooka Zombie	4
Mecha Soldier	4
Heavy Artillery Ninja	4
Boss	5

NOTE

Enemy priority is rated on a scale of 1 to 5, with 1 being the lowest priority and 5 being the highest.

BOSS ENCOUNTERS

At the end of some missions you will battle against a boss character. These boss fights are almost exactly the same as when you encountered the bosses during the main game. However, this time around, you do not have any items to help you through the fight, and in some cases you must fight against multiple bosses at once. Unless otherwise noted, follow the strategies in the "Boss Battles" chapter to make it through each boss encounter.

MISSION ANALYSIS

Most missions can be completed with a gold medal by focusing on defeating enemies following the priority chart and using Obliteration and Ultimate Techniques instead of big combos. However, there are some missions that require more in-depth strategy.

ACOLYTE 01

Description: Seek and destroy the Black Spider Ninja!

Enemies: Melee Ninja, Projectile Ninja

ACOLYTE 02

Description: Eliminate the Tactical Ninja!

Enemies: Ninja Dogs, Tactical Ninja, Light Artillery Ninja

ACOLYTE 03

Description: Eliminate the Black Spider Ninja from the Castle of the Dragon!

Enemies: Melee Ninja, Projectile Ninja, Ninpo Ninja

ACOLYTE 04

Description: Destroy the Fiends from the Underworld!

Enemies: Lesser Demons, Demon Spawns

ACOLYTE 05

Description: Eliminate the Werewolves!

Enemies: Chainsaw Bazooka Zombies, Flying Demons, Beastmen

TIP

For this mission, go against the enemy priority chart and take out the Flying Demons first, before focusing on the other enemies. Use the Fiend's Bane Bow and first-person view to defeat them with a single arrow.

ACOLYTE 06

Description: Cleanse the City of Water of Fiends!

Enemies: Lesser Demons, Water Demons

ACOLYTE 07

Description: Hunt and destroy all forces on the flying fortress!

Enemies: Light Artillery Ninja, Tactical Ninja, Mecha Soldiers

ACOLYTE 08

Description: Eliminate all Tactical Ninja

Enemies: Tactical Ninja, Light Artillery Ninja

ACOLYTE 09

Description: Eliminate all Black Spider Ninja!

Enemies: Melee Ninja, Projectile Ninja

ACOLYTE 10

Description: Seek and destroy Fiends in the ruins!

Enemies: Lesser Demons, Chainsaw Bazooka Zombies, Marionette Demons, Spiny Fiends

WARRIOR 01

Description: Destroy the giant statue on the rooftop platform!

Enemies: Melee Ninja, Light Artillery Ninja, Giant Statue (Boss)

WARRIOR 02

Description: Smash the Giant Statue!

Enemies: Lesser Demons, Statue of Liberty (Boss)

WARRIOR 03

Description: Destroy the giant Fiend in the Colosseum!

Enemies: Water Demons, Bone Scorpions, Undead Monster (Boss)

WARRIOR 04

Description: Destroy the Greater Fiend of Lightning!

Enemies: Lesser Fiends, Alexei (Boss)

WARRIOR 05

Description: Eliminate the Greater Fiend of Blood!

Enemies: Melee Ninja, Ninpo Ninja, Water Demons, Elizabet (Boss)

WARRIOR 06

Description: Destroy the Dragon on the snowfield!

Enemies: Tactical Ninja, Light Artillery Ninja, Fire Dragon (Boss)

WARRIOR 07

Description: Exterminate the Fiends amidst the skyscrapers!

Enemies: Ninja Dogs, Water Demons, Lesser Demons, Spiny Fiends, Global Fiend (Boss)

WARRIOR 08

Description: Smash the winged Greater Fiend!

Enemies: Lesser Fiends, Zedonius (Boss)

WARRIOR 09

Description: Eliminate the evil Ninja from the City of Water!

Enemies: Projectile Ninja, Melee Ninja, Tengu Brothers (Boss)

TIP

Clear the Projectile Ninja lining the second floor of the surrounding buildings before focusing on the Melee Ninja. During the boss battle, focus on one boss until he is defeated, then move on to the other boss. Ignore the Projectile Ninja during boss battle and defeat them after both bosses have been defeated.

WARRIOR 10

Description: Destroy the Black Spider Fiend!

Enemies: Melee Ninja, Mid-Boss Shadow Ninja Rasetsu (2), Final Boss Shadow Ninja Rasetsu (2)

TIP

This battle starts off with a fight against several Melee Ninja and two mid-boss Shadow Ninja Rasetsus similar to the version fought in Chapter 2. Defeat them and two boss Shadow Ninja Rasetsus appear with several more Melee Ninja. These Shadow Ninja Rasetsus are similar to the version fought at the end of Chapter 1, but significantly more powerful. Let your partner fight one Shadow Ninja Rasetsu while you fight the other, just keep an eye on your partner's health gauge. With Hayabusa, wait for the Melee Ninja and bosses to get close together, then use the Izuna Drop combo on the Melee Ninja to damage the bosses.

MENTOR 01

Description: Eliminate all Black Spider Ninja!

Enemies: Melee Ninja, Ninpo Ninja, Projectile Ninja

TIP

Do not use ninpo until at least the third wave of enemies. At this point the battle becomes much more difficult because your health gauge is running low and the enemies are relentless.

MENTOR 02

Description: Exterminate all Tactical Ninja.

Enemies: Tactical Ninja, Worm Fiends, Spiny Fiends, Chainsaw Bazooka Zombies

TIP

This is a very short mission. To earn a gold star you must kill each enemy as quickly as possible.

MENTOR 03

Description: Exterminate the Fiends in the city!

Enemies: Tactical Ninja, Heavy Artillery Ninja, Giant Brute Fiend (Boss)

MENTOR 04

Description: Defeat the fallen Ninja, Genshin!

Enemies: Tactical Ninja, Light Artillery Ninja, Evil Genshin (Boss)

TIP

Ninpo does not work on Evil Genshin, so feel free to use it all before the boss battle.

MENTOR 05

Description: Destroy the pair of giant Fiends!

Enemies: Melee Ninja, Ninpo Ninja, Demon Spawn, Half-Dragon Demon, Giant Brute Fiend (2) (Boss)

TIP

In this mission, more so than most others, it is essential to kill the Half-Dragon Demons and Ninpo Ninjas as quickly as possible or your computer-controlled partner will die. At the end of the mission, focus on one Giant Brute Fiend at a time.

MASTER NINJA 01

Description: Eliminate all Fiends in the Colosseum!

Enemies: Melee Ninja, Ninpo Ninja, Heavy Artillery Ninja, Genshin

TIP

Before the battle against Genshin, a chest with Blue Essence appears. If you are playing with a computer-controlled partner, it is very important that watch your health gauge and take as little damage as possible during the first wave of enemies. When the chest appears, open it, then quickly jump away so your partner receives all of the Blue Essence. Be very cautious because missiles and throws inflict 50 percent damage to your character.

MASTER NINJA 02

Description: Destroy the dragons flying in the canyon!

Enemies: Final Boss Shadow Ninja Rasetsu (2), Flying Demons

TIP

A combined ninpo mainly takes out the Flying Demons. It has very little effect on the Shadow Ninja Rasetsus.

MASTER NINJA 03

Description: Destroy all Greater Fiends!

Enemies: Alexei

TIP

Ninpo has no effect on Alexei, and blocking many of his attacks results in taking significant damage. Stay as close as possible to prevent him from using his long-range attacks. Using Reverse Wind to evade his combo attack, then immediately unleash a combo. If he uses his Whirlwind attack, use a ninpo to avoid it without taking damage.

MASTER NINJA 04

Descriptions: Defeat 100 Fiends!

Enemies: Melee Ninja, Tactical Ninja, Demon Spawns, Water Demons, Light Artillery Ninja, Heavy Artillery Ninja, Beastmen

TIP

The red Water Demons are so powerful that a single Izuna Drop will not defeat them.

MASTER NINJA 05

Descriptions: Eliminate all Fiends from ground and sky!

Enemies: Genshin, Elizébet

TIP

Each player should focus on a separate enemy and keep them as far apart as possible.

ULTIMATE NINJA 01

Descriptions: Defeat the four Greater Fiends!

Enemies: Alexei, Elizébet, Volf, Zedonius

TIP

Play extremely defensively by attacking only when an opening is clearly visible. Otherwise you should be blocking and using the Reverse Wind technique to avoid the plethora of attacks that constantly rain down from the four opponents.

ULTIMATE NINJA 02

Descriptions: Exterminate the Black Spider Ninja Clan!

Enemies: Projectile Ninja, Shadow Ninja Rasetsu, Tengu Brother (I), Melee Ninja

TIP

Ignore the Projectile Ninja in the first wave and focus exclusively on the Shadow Ninja Rasetsu. Once he has been defeated, take out the Projectile Ninja. When the single Tengu Brother appears, use a combined ninpo to eliminate the Melee Ninja that appear with him. In many cases, several Melee Ninja will drop Blue Essence after the combined ninpo.

ULTIMATE NINJA 03

Descriptions: Smash the Giant Statues!

Enemies: Giant Statue (2) (Boss)

TIP

Take out the Melee Ninja as soon as possible, then each player should focus on a different Giant Statue.

ULTIMATE NINJA 04

Descriptions: Defeat the mysterious Master Ninja!

Enemies: Master Ninja (2) (Boss)

TIP

This is a special battle against two clones of Hayabusa. One clone is using a Level 3 Dragon Sword, while the other is using Level 3 Falcon's Talons. Both clones have all of the abilities Hayabusa has, but inflict significantly more damage than Hayabusa. To defeat them it is imperative that you play as defensively as possible and use the counterattack to inflict most of your damage. If you're playing with a computer-controlled partner, stay close or else your partner will not rescue you. If you're playing with a human partner, each of you should fight a different clone and keep them far away from each other.

ULTIMATE NINJA 05

Descriptions: Destroy the mysterious Master Ninja!

Enemies: Master Ninja (3) (Boss)

TIP

This is very similar to Ultimate Ninja mission 04, except that now you must battle against three clones of Hayabusa. One clone is using a Level 3 Dragon Sword, another is using Level 3 Falcon's Talons, and the third is using a variant of the Dragon's Claw and Tigers Fang. All three clones have all of the abilities Hayabusa has, but inflict significantly more damage than Hayabusa. To defeat them you must play as defensively as possible and use the counterattack to inflict most of your damage.

If you're playing with a human partner, each of you should fight a different clone and keep them far away from each other. If you're playing with a computer-controlled partner, this mission is nearly impossible because there's no way to defend your partner without dying yourself, and if your partner dies more than five times, the mission is a failure. Your only hope is to draw the attention away from your partner and fight all three Master Ninja at the same time, which is extraordinarily difficult. You must counterattack as many attacks as possible, while avoiding any throw attempts, which will kill you in a single attack.

path of the ninja

BASICS

NINPO USAGE



Ninpo magic is a very powerful tool. It can be used to get Hayabusa out of almost any situation. However,

the number of times ninpo can be used is limited by the Ki gauge and the number of Devil's Way Mushroom items available. Therefore, the only time ninpo usage is recommended throughout this chapter is when it is needed to complete the task at hand.

ESSENCE AND ITEM CALLOUTS

There are Muramasa Shops and Earth Statues scattered throughout the game. You can purchase health and ninpo items at shops and replenish your health at Earth Statues. However, Hayabusa can only carry a limited number of items. In each chapter there are multiple locations where items can be found or health restored without the need to spend hard-earned Yellow Essence. The locations of all health items, as well as Blue and Red Essence, are indicated in the sidebar of each chapter. If you find yourself in a tight spot and ready to use ninpo, check the sidebar to see where the next batch of Red Essence can be found. Likewise, if you find yourself at a Muramasa Shop, check the sidebar to see where you can get the next few health items to determine how many supplies need to be purchased.

CHAPTER DETAILS

At the start of each chapter is a list of details about the chapter. These details provide a brief overview of the chapter, including the first in-game appearance of items, weapons, ninpo magic, techniques, and enemies, as well as the number of maps for the chapter and any sub- or final bosses. The number of Crystal Skulls obtained in the chapter is also listed here. These details are followed by specific information on any new enemies found in the chapter.

NOTE

The details for each new enemy appearance provide a quick summary of the enemy. For complete information on each enemy, refer to the "Ninja Enemies" chapter. In addition, the contents of containers and corpses may change if you already hold the maximum quantity of the item.

CHAPTER ONE: SKY CITY TOKYO

sky city tokyo details



Crystal Skulls: 2

Items: Devil's Way Mushroom, Grains of Spiritual Life, Herb of Spiritual Life, Life of the Gods, Lives of the Thousand Gods

Ninpo: Art of the Inferno

Weapons: Dragon Sword, Lunar Staff

Techniques: Escape, Flying Bird, Flying Swallow, Furious Wind, Obliteration, Reverse Wind, Shadowless Footsteps, Ultimate

New Enemies: Melee Ninja, Ninpo Ninja, Projectile Ninja

Boss: Shadow Ninja Rasetsu

The game opens with a brief cinematic followed by a battle against Melee Ninja. Defeat the first set of Ninja to see another cinematic followed by a second battle against Melee Ninja.

First Appearance: Melee Ninja



Abilities: Kamikaze, Projectile Attack

Strategy: The basic Melee Ninja is the most common enemy in the game. The Melee Ninja attack with either a standard katana, similar to the Dragon Sword, or a claw weapon similar to the Falcon's Talons. They do not have any notable abilities, aside from a kamikaze attack that is used at close range

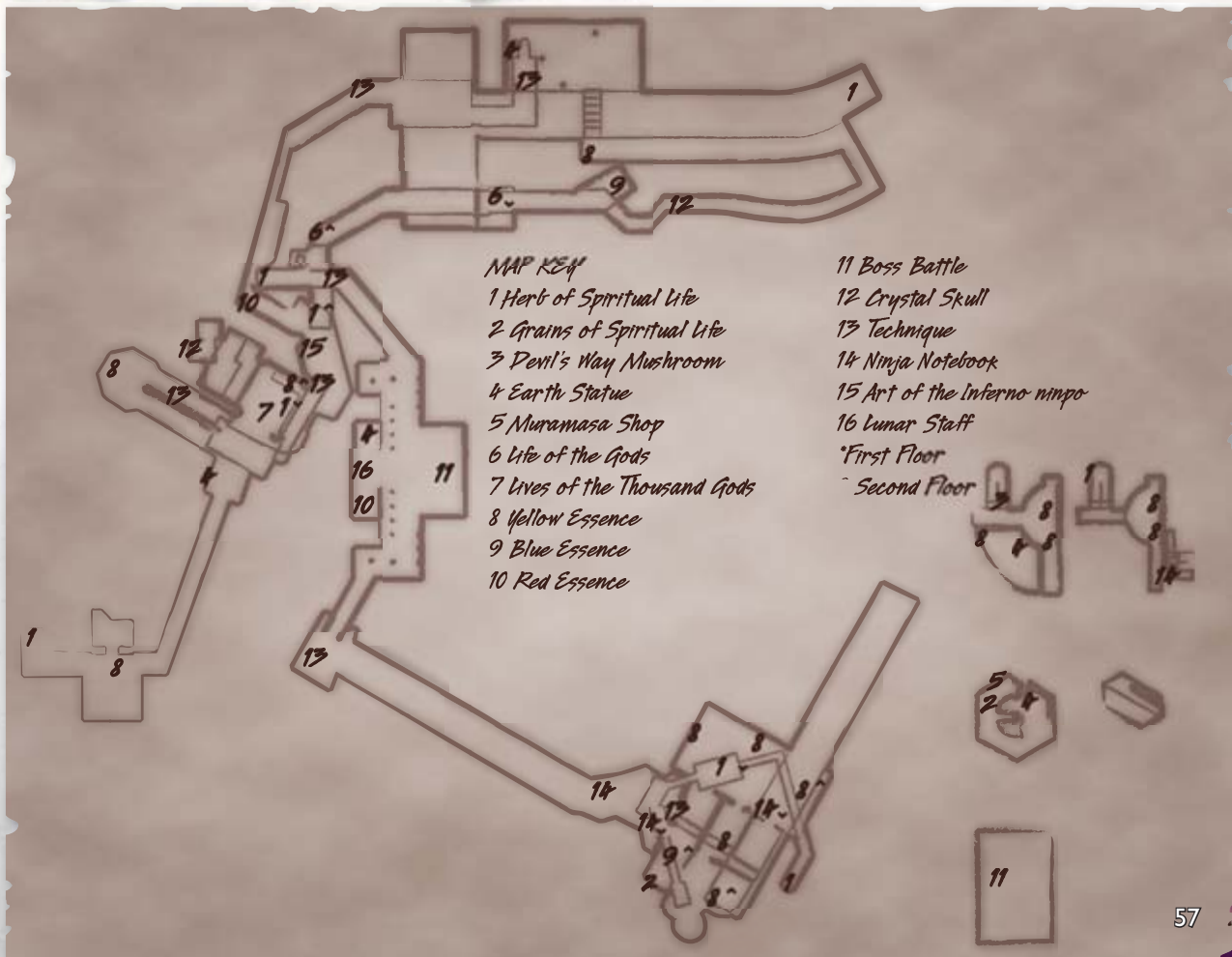
when they are wounded and the ability to throw shurikens. When fighting against multiple Melee Ninja, pay close attention to any enemies that have missing limbs, as their kamikaze attack cannot be blocked. You must either use the Reverse Wind to dodge the attack, or finish off the opponent with an Obliteration Technique or any standard attack. From Chapter 6 onward, Melee Ninja gain the ability to use explosive shurikens.

Defeat them and head to the left side of the store to find a container that holds an Herb of Spiritual Life.



Turn around and head to the left, past the store. Break the baskets on the left, just before the gate, to reveal Yellow Essence. Continue through the gate and to the left, down the stairs. More Ninja appear at the bottom of the stairs. Defeat them and continue down the stairs until you reach the door at the end of the pathway.

An Earth Statue is found to the left of the door. Save your progress, replenish your health, and continue through the door and to the left. Another batch of Ninja attack here.



Defeat them and continue down the hallway to the next room.

In the center of the room at the far end is another container. Open the container to find Blue Essence that replenishes your health.



Turn right and head down the next hallway to find another group of Ninja. Defeat them and use the Technique of Shadowless Footsteps to cross the hole in the floor. If you fall down the hole, open the container in the corner for information on the Technique of Shadowless Footsteps and climb the ladder on the side of the room to get back up to the top of the area.

Cross the hole and take a left at the end of the hallway. Continue ahead to find a container at the end of the hallway. Open it to find an explanation of the Reverse Wind Technique. On the left side of the next room is another container that holds a Lives of the Thousand Gods item.

Head out of the room and to the right side of the balcony. A Crystal Skull is on the rooftop across from you. Jump from the right side of the balcony where the ledge sticks out to reach the rooftop and acquire the Skull. Use the Flying Swallow Technique if you have problems making the jump.



Jump down to the bottom of the area to find another horde of Ninja. Continue into the next room to find a container that holds an Herb of Spiritual Life.



Break the basket and barrels to the left of the container to obtain Yellow Essence. Then ascend the stairs on the right side of the room. Go up two flights of stairs to find a container in the middle of the area on the left. The container holds the Art of the Inferno ninpo. As soon as you obtain the ninpo, several Ninja attack. Defeat them and head up the next flight of stairs. At the top of the stairs is another container that holds Red Essence.



Open the container and pass through the door on the right. As soon as you move through the door, throw several Shurikens to hit the incoming Ninja. Defeat the enemies and use Shadowless Footsteps to pass the hole in the floor. If you drop down the hole, go up the ladder on the left. Head up the stairs to find more Ninja. Defeat them and continue down the hallway. Jump across the hole in the floor to the pole and swing across to the opposite side. If you fall down, use the boxes like stairs to climb back up to the top.

Examine the corpse just beyond the hole for an explanation of the Obliteration Technique and continue down the hallway to find more enemies. Defeat the Ninja and take a left at the end of the hallway to find another save point. Examine the corpse in front of the save point for an explanation of the Flying Bird Technique. Use the new technique to scale the upward corridor to the right of the save point.

Begin attacking as soon as you reach the top of the corridor, as a group of Ninja await you. Take out the enemies and cross the bridge. Break the barrel at the end of the bridge and continue to the left to find another group of Ninja.

Defeat them and drop down into the water. Head to the left and defeat the enemies at the end of the waterway. Continue to the left at the intersection to the elevated platform on the far-left side of the waterway. In the left corner is a container that holds a Life of the Gods item.



Head back the way you came, pass under the bridge, and continue to the boat at the end of the waterway.

Open the container on the boat to find an Herb of Spiritual Life.

PATH OF THE NINJA



Go back the other direction and head up the stairs on the right. Head back across the bridge and to the left, traveling down the path. At the end of the path, turn right to initiate a cinematic. Afterward, descend down the stairs to find more Ninja.

First appearance: projectile ninja



Abilities: Kamikaze, Projectile Attack

Strategy: Projectile Ninja are very similar to Melee Ninja. In fact, at close range, they pull out a katana and fight almost exactly like a Melee Ninja. However, it's at a distance where these enemies are most deadly. Take out any Projectile Ninja first, when you encounter a group of

Ninja, to avoid their attacks. Once they have seen Hayabusa, they begin to shoot flaming arrows at him. They do not cease firing until Hayabusa closes in on them. At this point, they pull out a katana and use a technique similar to the Reverse Wind to get out of melee range and escape back to projectile range, where their flaming arrows are deadly. Use the Reverse Wind or Flying Swallow to catch them if they move out of melee range. When Projectile Ninja lose a limb, they may crawl on the ground, but will still shoot projectiles if left alone. Also, they have the same kamikaze attack as the Melee Ninja. Finish them off quickly once they've been injured.

A Projectile Ninja is on the platform over the pathway that shoots exploding arrows. Head back around the corner to gain cover from the Projectile Ninja. Quickly defeat the Ninja on the ground and move ahead to the second tree on the right side of the path.



Head to the far side of this tree and scale it to reach the platform above. Continue across the platform to reach the Ninja with the exploding arrows. Defeat him and grab the Crystal Skull on the same platform.



Jump down and continue on your way. Just after the end of the stairs there is a ladder on the right. Head down the ladder and open the container below to find Blue Essence.



Move down the hallway, avoiding the shuriken thrown by the Ninja above. When you pass under them, several Ninja appear behind you. Defeat the Ninja and open the container at the far end of the hall to find another Life of the Gods item. Return to the ladder and climb up to the top.

Two more Ninja are ahead, followed by another pole jump. More Ninja attack after you make the jump. Defeat them and continue on to another pole jump and a save point.

NOTE

If you fall down to the level below while fighting these Ninja, the first set of Ninja you defeated will respawn and attack again.



Continue in the opposite direction and examine the corpse for an explanation of the Flying Swallow Technique. Continue down the hallway to the next open area. Another group of Ninja attack here. Included in this group is the first appearance of Ninpo Ninja.

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First Appearance: Ninpo Ninja



Abilities: Flame Column, Projectile Attack, Teleportation

Strategy: Anytime you encounter a Ninpo Ninja, take this enemy out before you focus on the other enemies in the area. Ninpo Ninja have the ability to shoot flaming projectiles from long range, as well as create a column of flame that heavily damages Hayabusai. However, they only use these attacks when they are left alone, as both attacks take time

to execute. When you approach them, they may teleport away to give themselves more time to use their ninpo magic. In this instance, use the Flying Swallow to catch them while they attempt an escape.

A mid-boss battle follows this attack, so maintaining a decent amount of health is important. If you need to, use ninpo here because the mid-boss battle is relatively easy and Red Essence can be found just after the mid-boss battle. Defeat the Ninja to trigger a cinematic followed by a mid-boss battle against a Giant Statue.

Mid-Boss Battle: Giant Statue



Close-Range Abilities:
Hand Sweep, Hand Slam

Long-Range Abilities:
Flame Beam, Light Pillar

Recommended Weapon:
Dragon Sword, Level 1

Strategy: Feel free to use ninpo against the Giant Statue if you did not use it all against the Ninja you fought just before this mid-boss battle. If you do not have any ninpo remaining,

do not worry because this mid-boss is relatively easy to defeat. When the mid-boss appears, move the far-left side, just to the left of his hand. This position avoids most of the attacks that come from the hand on this side of the area.



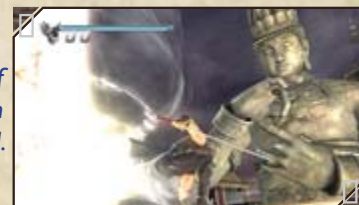
Move to the far left side.

The Giant Statue uses multiple close-range and long-range

attacks. At any point in time during the fight, the Giant Statue pulls its hands close to its chest and multiple vertical pillars of light sprout from the ground. Use a continuous Reverse Wind Technique to avoid this Light Pillar attack.



The Giant Statue moves its hands close to its chest ...



... then pillars of light sprout from the ground.

If the Giant Statue rotates both hands in a large circle with a light behind it, prepare for the Flame Beam attack. A red beam of light shoots across the screen. Watch its path because a trail of flame follows shortly after the red beam. Stay away from the path of the beam to avoid the flames that follow.



Both hands rotate in a circle with a light behind the Giant Statue ...



... then a red beam shoots across the screen ...



... followed by a trail of flame.

The Giant Statue also uses both of his hands to sweep across the area in separate, widespread Hand Sweep attacks. In your current position on the far-left side of the screen you can avoid many of these attacks. The Giant Statue also uses a Hand Slam attack, in which it raises one hand into the air and then slams it to the ground. All of the Giant Statue's attacks can be used multiple times consecutively.



Hand Slam

Use the Reverse Wind technique repeatedly to avoid the Hand Slam, then attack with Hayabusa's

Strong Attack combo when the hand becomes stationary again. Simply wait for the hand to return to its original position, then attack with Hayabusa's Strong Attack combo (Strong Attack, Strong Attack). When the hand on the left side retracts, quickly move to the right side to start on the other hand. When the Giant Statue's health bar gets low, its head collapses to the ground. Quickly move around to its head and attack with Hayabusa's Strong Attack combo to finish it off.

After the mid-boss battle, the large doors open to reveal a statue. Examine the statue to obtain the Lunar Staff weapon, then save your progress at the save point on the right. Head to the opposite side of the small room to find a container with Red Essence.



Move out of the room and to the right, then down the stairs on the left. Examine the corpse at the bottom of the stairs for an explanation of the Ultimate Technique.

Continue across the bridge to find another group of Fiends. Defeat them and continue across the bridge to find another corpse that holds a Ninja Notebook entry on the Obliteration Technique.

Head to the building across the way and examine the corpse inside for an explanation on the Ultimate Guidance Technique. Just ahead and to the right of the corpse is a scroll on the wall. Attack the scroll to remove it from the wall and reveal a hidden room.

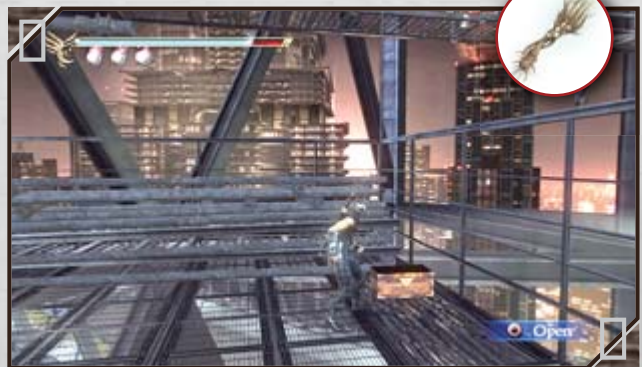
Enter the room, break the barrels and basket inside and open the container at the far end to find a Grains of Spiritual Life item.



Move out of the room and into the open area to battle against another horde of Ninja. The open containers around the outer edge of the area periodically release Yellow Essence. Use this to execute the Ultimate Technique 2 multiple times and easily dispatch the enemies. Head to the center of the building to find a container that holds Yellow Essence.

Continue to the left where more Ninja break down the wall and attack. Defeat them and continue through the opening created by the enemies. Go right and continue down the hallway to the open area on the left. Defeat the Ninja here to gain access to the first Muramasa Shop. This is a yellow light shop that only allows you to purchase items.

Jump down the hole to the right of the shop, defeat the Bats and head through the door at the bottom. Examine the corpse ahead to find another Ninja Notebook entry on Shadowless Footsteps. Continue down the railed pathways ahead to find two more Ninja. Defeat them and move down to the lower section to find a container that holds an Herb of Spiritual Life.



Go back up and use Shadowless Footsteps to cross the opening. Head all the way to the end of the path to find a container that holds another Herb of Spiritual Life.



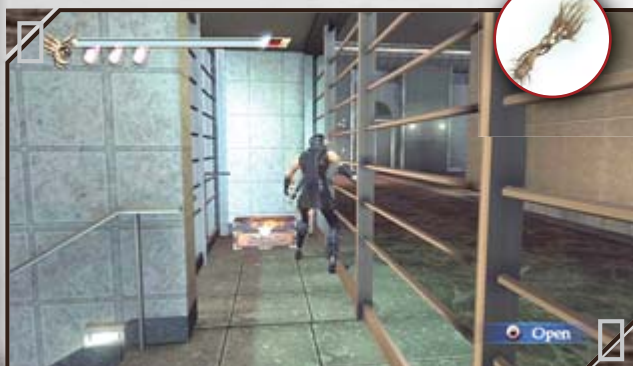
Open the container and go back in the direction you came to find an opening on the left side of the pathway. Drop down and examine the corpse on the right for another Ninja Notebook entry for Furious Wind. Continue down the pathway and Ninja attack from both directions.

Take out the group of enemies and continue down the path to trigger a cinematic. Stay alert as another group of Ninja attack as soon as the cinematic comes to an end. Take down the Ninja and access the save point in the room. Slice open the potted plant in the opposite corner to obtain Yellow Essence, then pass through the door to the right of the save point. Continue to the left into the open area, then continue heading left to the stairs. Take the staircase on the left down to find a container at the bottom.



Open the container to find a Devil's Way Mushroom item and continue up the stairs. More Ninja await at the top of the fourth flight of stairs. Use the Flying Swallow Technique as you approach the top of the stairs to gain the upper hand as the battle begins.

Defeat the enemies and break open the plants on either side of the elevators to find Yellow Essence. Return to the stairs and continue up to find another container at the top. Open the container to find another Herb of Spiritual Life.



Descend back down two flights of stairs to the open room with the elevators. Move to the right of the elevators and enter the door on the left side of the hallway. Examine the corpse to find the Ninja Notebook entry for the Flying Bird, then climb up the ladder on the left side of the room to find a small corridor. When you reach the end of the corridor, use the Flying Bird Technique to scale the wall and reach the top.

When you reach the room at the top, Ninja attack from the left. Defeat them and move to the other side of the room to find another item-only Muramasa Shop. This is the last shop before the boss fight, so stock up on any health items you may be lacking. A container to the left of the shop holds a Grains of Spiritual Life item.



Head around to the opposite side of the room and through the opening in the wall to find a save point. Save your progress and continue up the stairs on the right. At the top of the stairs is another group of Ninja. Defeat them and head through the door on the far side of the room for another cinematic that leads into a boss fight against the Shadow Ninja Rasetsu followed by a second boss battle against the Giant Statue again.

BOSS BATTLE SHADOW NINJA RASETSU

Close-Range Abilities: Unblockable combos and single hits, as well as a throw

Long-Range Abilities: Wind | Projectile Technique, Regenerating Roar, Long-Range Stomp

Recommended Weapon: Dragon Sword, Level 1

Strategy: The Flying Swallow technique does not work well, so rely on close-range combat to vanquish the Shadow Ninja. Stay close to prevent him from using his Wind Projectile technique. From a distance, Rasetsu consecutively shoots multiple Wind Projectiles that inflict damage even if they are blocked. He also pauses to roar, which slightly replenishes his health gauge. If you allow him to stay at a distance, he jumps into the air and comes down on top of Hayabusa or makes a mad rush toward you. If he uses either attack, use the Wind Run to avoid it.



Wind Projectile





Long-Range Stomp

At close range, use the first few attacks of the Piercing Dragon's Fang combo (▲,▲,▲,▲,▲),

followed immediately by a Reverse Wind or Furious Wind. Many of Rasetsu's combos can be blocked, but it is best to continuously dodge to avoid his attacks. Rasetsu also has deceptively long range with his basic melee attacks and combos, so be cautious even if you're outside of Hayabusa's melee range.



Throw

When Rasetsu reaches approximately 20 percent health, he takes a knee for a brief moment. Use this opportunity to

execute an Obliteration Technique and finish the fight.

BOSS BATTLE

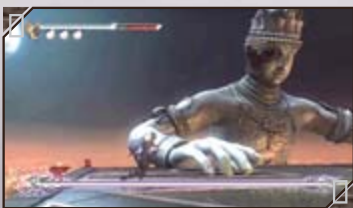
GIANT STATUE

Close-Range Abilities: Hand Sweep, Hand Slam, Hand Throw

Long-Range Abilities: Flame Beam, Light Pillar

Recommended Weapon: Dragon Sword, Level 1

Strategy: The Giant Statue attacks again, but this time it has quite a bit more health than before. It uses all of the same attacks and adds a new throw attack. Use a similar strategy to beat it, when it first appears, move the far left side, just to the left of his hand to avoid most of its hand attacks. If either hand reaches back, move toward the foreground to avoid the Hand Throw if it uses the attack.



Move to the far left side again.

Just like before, at any point in time the Giant Statue pulls its hands close to its chest and

multiple vertical pillars of light sprout from the ground. Use a continuous Reverse Wind technique to avoid this Light Pillar attack.



The Giant Statue moves its hands close to its chest ...

... then pillars of light sprout from the ground.



If the Giant Statue rotates both hands in a large circle with a light behind it, prepare for the Flame Beam attack again. Remember to watch the path of the red beam so you know where the trail of flame will erupt.



Both hands rotate in a circle with a light behind the Giant Statue ...



... then a red beam shoots across the screen ...



... followed by a trail of flame.

Use the Reverse Wind technique repeatedly to avoid the Giant Statue's attacks, then attack with Hayabusa's Strong Attack combo when either hand becomes stationary again. When the hand on the left side retracts, quickly move to the right side to start on the other hand. When the Giant Statue's health bar gets to approximately 50 percent, its head collapses to the ground. Quickly move around to its head and attack with Hayabusa's Strong Attack combo. If you can deplete all of its health, an Obliteration Technique will follow, however this is extremely difficult given the amount of time you have before the Giant Statue raises its head again. At this point it replenishes a portion of its health gauge and the fight continues until its health is low and its head drops again. You should now be able to use an Obliteration Technique to finish it off and complete the chapter.

CHAPTER TWO: THE CASTLE OF THE DRAGON



castle of the dragon details

Crystal Skulls: 2

Weapons: Falcon's Talons

Techniques: Counterattack

New Enemies: Ninja Dog

Boss: Genshin

Maps: 6

After the cinematic at the start of the chapter, head straight and examine the corpse to find another Ninja Notebook entry for the Flying Swallow. Turn right after you examine the corpse to engage a group of Melee Ninja.

Defeat them and continue down the path. Head left down the stairs and into the open area. Look to the right to see the first appearance of Ninja Dogs.

First Appearance: Ninja Dog

Abilities: Explosive Shuriken

Strategy: The Ninja Dogs attack quickly, so use the Dragon Sword or Falcon's Talons to match their speed. Stay on the move as you battle against them. If you remain stationary too long, they throw explosive shuriken that inflict moderate damage. Focus on one Ninja Dog at a time until each has been defeated. They are very weak in early chapters and it does not take many attacks to defeat them, but they are also very evasive and, in later chapters, they can take a few more hits before they die. Use quick weak attacks and avoid the longer execution time of strong attacks.

MAP KEY

1 Herb of Spiritual Life

5 Muramasa Shop

6 Life of the Gods

11 Boss Battle

12 Crystal Skull

14 Ninja Notebook

*First Floor

~ Second Floor



After the first Ninja Dog is taken care of, two more appear from around the corner ahead, so be on your guard. Defeat the Ninja Dogs, then access the Muramasa Shop in the corner. This is the first blue-light Muramasa Shop, which allows you to perform weapon upgrades. Upgrade your Dragon Sword and purchase any items you may be running low on.



Blue-light
Muramasa
Shop.

KARMA TIP

Head through the door and onto the bridge to battle against another horde of Fiends that includes several ninpo Fiends. Defeat the Fiends and continue to the end of the bridge. There is a container on the left just before the next door. Open it to find another Life of the Gods item. The door here is firmly shut, so continue back the way you came, past the Muramasa Shop.

Head to the opposite end of the open area to find another corpse and Ninja Notebook entry for Reverse Wind. Continue past the corpse and to the left to battle another group of Ninja. Beyond the enemies is another corpse that holds an Herb of Spiritual Life.



Move past the corpse and down the stairs on the left into the water. A Crystal Skull is found just to the left of the stairs, submerged underwater.



Ignore the Skull for now and run along the far left edge of the water to avoid attacks from the Projectile Ninja ahead. Use the Flying Swallow to take him out, then dive down to retrieve the Crystal Skull. Return to the platform that the Projectile Ninja was on and head up the pathway to battle more Ninja Dogs. Defeat them and continue into the next open area.

Examine the corpse on the ground for an explanation on the Counterattack Technique. Access the save point in the corner, then head up the stairs and to the left, down the hallway to encounter a group of Ninja. A Projectile Ninja is at the end of the hallway. Jump through the initial group to take down the projectile wielder first.

Turn right at the end of the hallway and go into the building on the right. Inside, there are two containers. The first container on the right holds an Herb of Spiritual Life.



At the end of the building is a small section that houses a new weapon, the Falcon's Talons.

Pick up the weapon and head toward the door to engage a group of Ninja. Defeat them and continue



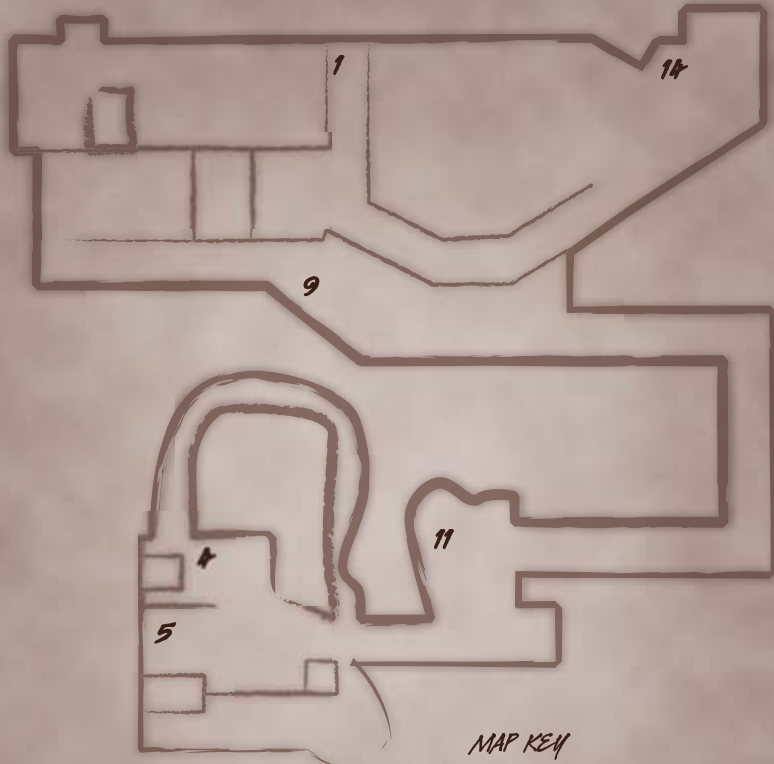
through the door you came in and into the open area to battle against more Ninja. Take out the Ninpo Ninja before the others. When all of the enemies have been killed, examine the corpse in the middle of the area for the Ninja Notebook entry on Ultimate Guidance.

Continue on in the direction the Ninja attacked from. The building on the left as you came out of the first building is the relic room, but the door is currently locked. Examine the corpse just beyond the open area to learn of the Izuna Drop combo, then follow the stairs until you engage two Ninja. Dispatch them quickly, then head to the guard tower ahead and use the Flying Bird Technique to scale the wall and defeat the Projectile Ninja. Jump to the opposite guard tower to find a container that holds an Herb of Spiritual Life.



Open the container and continue down the path to find more Ninja. Quickly run back around the corner to avoid the Projectile Ninja at the end of the path. Defeat the Melee Ninja and use the Flying Bird Technique to scale the wall of the guard tower at the end of the path and defeat the Projectile Ninja.

Defeat the enemies and make your way farther down the path and up the stairs on the left. Defeat the Ninja at the top of the first flight of stairs and access the save point to save your progress. Take the stairs to the left of the save point to find a Muramasa Shop.



MAP KEY

- 1 Herb of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 9 Blue Essence
- 11 Boss Battle
- 14 Ninja Notebook

When you are ready to continue, head to the left of the save point, into the small corridor. Go to the end of the corridor and use the Flying Bird Technique to scale the wall and reach the top of the area. Defeat the Ninja at the top with a focus on the Projectile Ninja. Ascend the stairs and examine the corpse on the left to find another Ninja Notebook entry for Counterattack. Take the enclosed wooden pathway to another enemy encounter. Take out the Projectile Ninja before the rest and continue along the path. Access the container at the end of this small area, to the left of the doorway. Blue Essence can be found inside.



Pass through the doorway and turn right at the top of the stairs. Do not stop moving here because a Projectile Ninja attacks from inside the building. You cannot engage him right now so continue moving and examine the corpse to learn about the Guillotine Throw. Head into the small corridor on the left, just after the doorway. There is a container at the end of the corridor that holds an Herb of Spiritual Life.



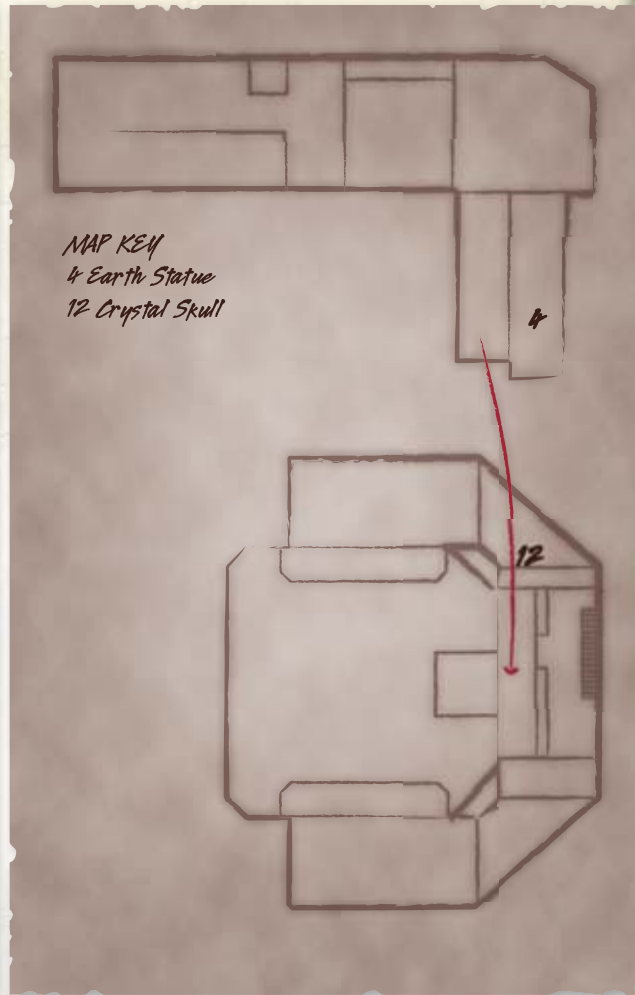
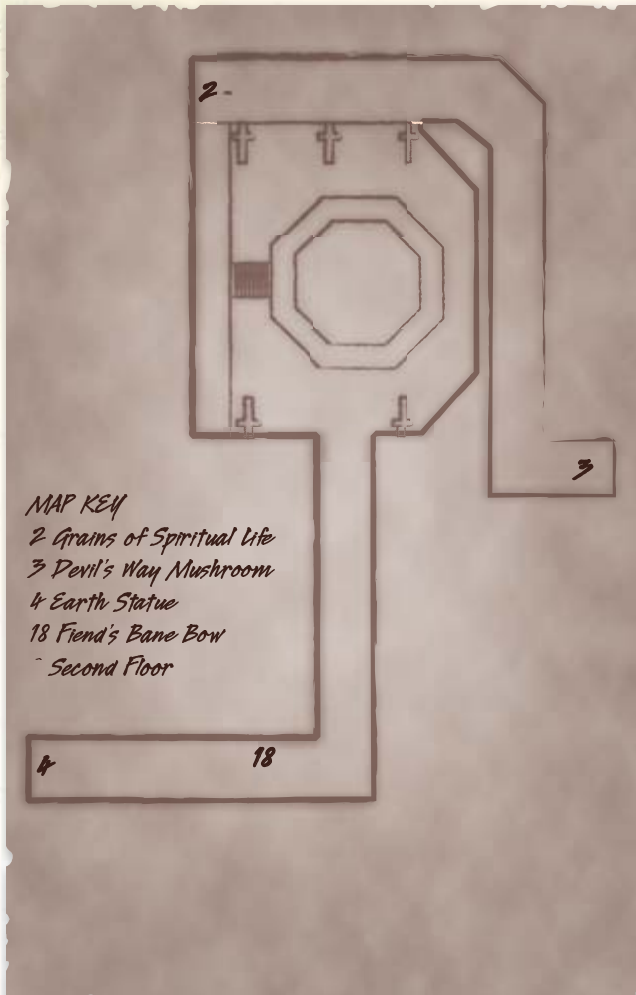
Go out of the corridor and up the stairs. When you reach the top of the stairs, another group of Ninja attack. In addition to the Melee Ninja, Ninja Dogs appear. Defeat them and examine the corpse in the entryway ahead to find the Notebook entry for the Ultimate Technique.



On one side of this area is a flaming pile of wooden planks. Climb the planks to the rooftop and fight against two more Fiends, including another Ninpo Ninja. Stay away from the edge of the rooftop. If you fall off, the Fiends continue to respawn every time you climb back up to the roof.

TIP

If you have trouble staying on the roof, jump through the flaming hole as soon as possible and continue the fight in the hallway below.



Defeat the enemies and jump through the flaming hole in the roof. When you land in the hallway inside, another set of Melee Ninja attack, in addition to Projectile Ninja at the far end. Take out the Projectile Ninja first, then dispatch with the other enemies. Save your progress at the save point at the far end of the hallway.

Head to the opposite end of the hall and take the Fiend's Bane Bow that can be found to the left of the stairs.



When you have the bow, walk up the stairs and to the end of the hall and drop down into the room below. As soon as you land, Projectile Ninja

appear in the windows above to the left and right. Stand so you can see both windows, then face the Projectile Ninja you want to shoot and use the Fiend's Bane Bow to quickly take them out. When a Projectile Ninja appears in the other window, tap the Left Analog Stick in that direction so Hayabusa doesn't move very far and shoot the next Fiend. Continue this process until all of the Projectile Ninja have been defeated.



Stand so that you can see both windows.

After taking out the Projectile Ninja, the Shadow Ninja Rasetsu confronts you once again. He uses the same attacks as in your first encounter with him, but this time you have a Level 2 Dragon Sword, which makes the fight significantly easier. Use the same strategies as before to make quick work of the Shadow Ninja.

Defeat the Shadow Ninja, then go out the small wooden gate directly ahead and continue right, down the hallway, to find a container that holds a Devil's Way Mushroom.



Head back down to the opposite end of the hallway and examine the corpse under the stairs to find a Grains of Spiritual Life item.



Go up the stairs and to the right toward the wall just ahead. More Ninja break through the wall and attack as you approach. Defeat the enemies and continue moving forward. Cut down the wall to the right to reveal a staircase and a save point. As you approach the save point, another Ninja drops down and attacks. Defeat him, save your progress, and continue up the stairs.

Slice open the wall on the right at the top of the stairs. Use Unrivaled Soaring and move to the balcony to the left. Several Ninja attack from the adjacent room as soon as you land. Defeat the Projectile Ninja first, then take out the rest. Watch out for the Projectile Ninja on the opposite side of the area.

Slice open the wall at the top of the stairs ...



... then use Unrivaled Soaring ...



... to reach the balcony on the left.

Stay away from the balcony to avoid getting knocked back to

the bottom and shoot arrows at the Projectile Ninja on the opposite side when you can. Once all of the enemies are defeated, cut open the wall on the room's opposite end and continue through the doorway to find a corpse. Examine the corpse for a Devil's Way Mushroom item.



Jump over the wooden panel in the floor just beyond the corpse and move into the next room. On the left is a wooden shelf with a Crystal Skull.



Pick up the Skull, then slice open the wall at the end of this room. Take out any Ninja that you may have missed with your arrows. When all enemies have been eliminated, the dragon head in the middle of the room opens to allow access beyond it. Head back to the balcony where you started.

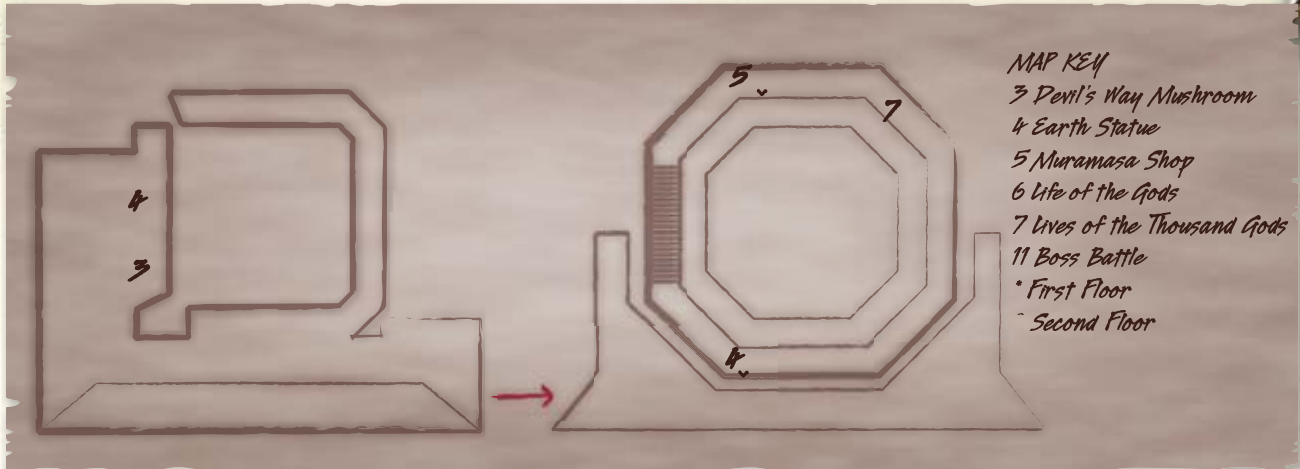
TIP

At any point during this battle you can shoot the glowing sphere next to the dragon to reveal Blue Essence and replenish your health gauge.

Jump onto the platform and continue into the Dragon's Mouth. Go to the right and save your progress at the save point. Open the container at the hallway's opposite end to find a Devil's Way Mushroom item.



Go through the hole in the middle of the wall and out onto the rooftop. Several Ninpo Ninja attack here. Use the Flying Swallow technique to dwindle their numbers and avoid their ninpo attacks.



Defeat the enemies and head to the left, up the inclined roof and through the window at the top. When you enter the window, several Projectile Ninja attack from the opposite side of the room. To avoid their attacks, quickly move around the balcony to their position.

Take down the enemies and open the container in the far corner of the room to retrieve a Lives of the Thousand Gods item, then drop down the hole to the right of the container.



A save point and yellow-light Muramasa Shop are found on either end of this hallway. Replenish your items, save your progress, and

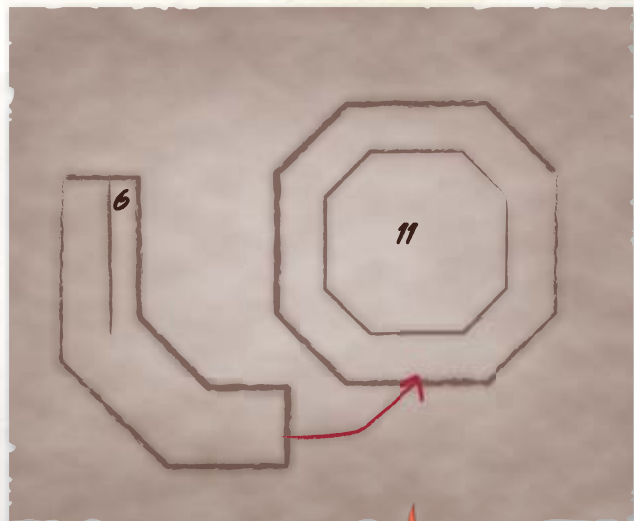
continue back up the ladder and into the room you just left.

Head to the other side of the room and up the stairs to battle against even more enemies. Take a left at the top of the stairs to find a corpse.

Examine the corpse for a Life of the Gods item and continue back toward the stairs to the left wall just around the corner.



Open the door here to trigger a cinematic, followed by a boss battle against Genshin.



BOSS BATTLE GENSHIN

Close-Range Abilities:

Strong and weak combos, Counterattack Technique, Parry Technique

Long-Range Abilities:

Ultimate Technique, Anti-Air Technique

Recommended

Weapon: Dragon Sword, Level 2

Strategy: The battle against Genshin is a battle between two skilled Ninja. From a distance, Genshin uses a technique comparable to Hayabusa's Ultimate Technique as well as some form of the Piercing Void ninpo.



Both are very damaging and difficult to avoid, so stay as close as possible to Genshin. If he does execute the Ultimate Technique, immediately use the Reverse Wind to move away from Genshin as quickly as possible. Some of the attacks in Genshin's Ultimate Technique can be blocked, but others break through Hayabusa's guard and inflict damage, so stay on the move.



At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting it completely. Focus on the

Undefeatable Demon combo (Strong Attack, Strong Attack, Strong Attack) and Izuna Drop (Quick Attack, Strong Attack, Quick Attack, Quick Attack, Quick Attack, Strong Attack) as your primary source of damage. However, be cautious of a counterattack or parry. Should this happen, use the Reverse Wind, then continue with either combo.



Do not use the Flying Swallow or any other aerial attacks because Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance that

Genshin's counter will miss, but it is far too risky to rely on this. It is also not possible to use an Obliteration Technique against Genshin, despite the level of his health gauge.

CHAPTER THREE: THUNDERCLAP OF CATASTROPHE



Thunderclap of catastrophe details

Crystal Skulls: 2

Items: Jewel of the Demon Seal

Ninpo: Art of the Flame Phoenix

Weapons: Vigoorian Flail

Techniques: Invisible Path

New Enemies: Bats, Demon Spawn, Flying Demon

Boss: GigaDeath

Maps: 1

After the cinematic ends, head to the right to find a container that holds an Herb of Spiritual Life.



Move back in the direction you came and defeat the Ninja Dogs and Bats that attack. Turn right to go down the street and access the yellow-light Muramasa Shop by the shops on the far right. Continue down the street and turn right at the intersection to find a container with Red Essence at the end of the street.

Bats attack when you reach the container.

first appearance: Bats

Abilities: None

Strategy: There are two types of Bats. The first are basic Bats that are the weakest enemies in the game. Take them out with standard Shurikens from a distance, or use the Dragon Sword or Kusari-gama to defeat them at close range. Their attacks do not stun Hayabusa, but it can be difficult to determine if Hayabusa is being attacked because there are no signs other than a depleting health gauge. As soon as you hear them approaching, start throwing Shurikens to determine their direction, and attack as soon as they are within range. The larger Bats have the same abilities as normal Bats, but inflict significantly more damage with their attacks. Use the Flying Swallow to prevent them from attacking, while simultaneously taking them down.

MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 7 Lives of the Thousand Gods
- 9 Blue Essence

- 10 Red Essence
- 12 Crystal Skull
- 14 Ninja Notebook
- 19 Vigorian Flail
- 20 Art of the Flame Phoenix ninpo
- * First Floor
- ~ Second Floor



Make quick work of them and head in the opposite direction, past the intersection. Open the container behind the burning car to find the Vigorian Flail.

Head into the hallway on the right, and take out the Ninja that attack. Focus on the Projectile Ninja first, then dispatch the others. Ignore the stairs for now and turn right to find a container at the end of the corridor. It holds Blue Essence.



Grab the Skull and head back to the opposite end and turn right into the next hallway. At the end of the hallway is a save point. As you approach, several Melee Ninja appear alongside a single Ninpo Ninja. Take them out, then save your progress and use the Flying Bird Technique to scale the corridor to the left of the save point.

At the top of the area several Ninpo Ninja attack, followed by the first appearance of the Flying Demon enemies.



Turn around and head up the stairs. When you reach the pathway just before the top, two Projectile Ninja attack from the far right. Use the Azure Swallow (Level 2 version of the Flying Swallow) to take out the closest Projectile Ninja, then use the Fiend's Bane Bow to dispatch the second. Once both enemies are dead head back to the stairs and go up one more flight to find a Crystal Skull at the top.

INTRODUCTION

THE WAY OF THE NINJA

NINJA ITEMS

NINJA WEAPONRY AND NINPO

NINJA TRAINING

NINJA ENEMIES

TEAM MISSIONS

PATH OF THE NINJA

BOSS BATTLES

SECRETS & TROPHIES

CRYSTAL SKULL DATABASE

First Appearance: Flying Demons

Abilities: Flight, Projectile Attack, Long-Range Dive Attack

Strategy: The Flying Demons shoot fireballs from a distance and periodically lunge at Hayabusa. Their attacks are relatively slow in succession, but they almost always attack in groups. Use the Fiend's Bane Bow and jump into the air to automatically aim at the closest Flying Demon. If you use the first-person view, a single arrow will take down any Flying Demon.

Defeat the Ninpo Ninja, then use the Fiend's Bane Bow to make quick work of the flying enemies. Get moderately close to the edge of the roof and use a single jump followed by a shot from the Fiend's Bane Bow. Jumping into the air allows Hayabusa to automatically face the Flying Demons and aim, and it also makes it much harder for the demons to hit Hayabusa with their fireballs.

As soon as the Flying Demons head to the left toward the cable that runs from the building you're on to the adjacent building. Do not use the cable yet, instead head to the ladder on the right, just before the cable, and climb down to the platform below. Move to the right and use Shadowless Footsteps to get to the next platform. A container here holds a Devil's Way Mushroom item.



KARMA TIP

Karma Tip: You can drop down to street level to fight a group of Melee Ninja and one Projectile Ninja. The battle is optional; you can simply head back to the rooftop. When you have defeated the enemies, head down the street to find a container at the end that holds a Grains of Spiritual Life item.



KARMA TIP

Return to the vertical corridor on the right and use the Flying Bird to reach the upper platform again.

Move back to the previous platform and climb the ladder back to the rooftop. Take the cable to the adjacent building and drop down when you reach the other side. Several Ninja attack when you drop, including two Projectile Ninja. Jump down to the platform just below the one you're on so the Projectile Ninja aren't targeting you from below, then focus on the Projectile Ninja first.

Defeat the enemies and save your progress at the save point in the corner. Head to the left of the save point to find a container at the end of the platform. Open the container to obtain an Herb of Spiritual Life.

Turn around and jump off the platform at the opening in the guard rail. Defeat the Melee Ninja that attack. To the left of the New York Police Department building is a container that holds an Herb of Spiritual Life.



Head to the right, then make another right turn just past the building and down the side street on the left to find a corpse that holds the first part of the story of the Four Greater Fiends.



As you approach the corpse, a group of Ninja Dogs appear. Take them out, examine the corpse, turn around and continue to



the right. Move down the street and into the corner to find a container on the far-left side. Open the container to find the Art of the Flame Phoenix ninpo. Move toward the car to the right to trigger a cinematic. After the cinematic concludes, the Demon Spawn make their first appearance.

First Appearance: Demon spawn



Abilities: Projectile Attack, Long-Range Throw, Short-Range Fire Breath

Strategy: Demon Spawn shoot two fireballs in rapid succession when fighting from a distance. They are also classified as strong-type enemies, meaning they are not easily stunned and can attack Hayabusa during a combo string. The Flying Swallow Technique works well to close in on them

quickly, while inflicting damage on multiple enemies at a time. At close range, do not use any combos that lead into aerial attacks, as these enemies cannot be knocked into the air. When left alone, they use the short-range Fire Breath technique or the fireball projectile from a distance. In addition, as they close in on Hayabusa, they use the long-range throw technique. If one is seen approaching, be prepared to use the Reverse Wind to avoid the long-range throw.

Take out the enemies, then jump down the hole they crawled out of.



Save your progress at the Earth Statue and continue past it to engage a pack of Ninja Dogs. Continue down the hallway and to the right.

Examine the corpse just before the ladder to obtain a Jewel of the Demon Seal.



Climb the ladder just beyond the corpse to find another corpse that holds a Notebook entry for Shadowless Footsteps. Jump

across to the other side, or use the Flying Swallow if you have problems making the jump. Once across, open the container to obtain Red Essence. Then head down the path.



When you reach the left turn, stop. Do not proceed in that direction yet. Instead, use the Flying Swallow to jump across and continue going straight. There's a Crystal Skull on the opposite side of the corridor at the very end. Just before you reach the end, jump across or use the Flying Swallow, then move to the end to pick up the Crystal Skull.

Stop just before the end of the corridor and jump across to the other side ...



... then pick up the Crystal Skull at the end.

Turn around and head back to the corridor



you ignored previously. Turn right and when you reach the gate on the left, go into the opening and down the ladder. Run across the platform to the container to find an Herb of Spiritual Life.



Continue down the next ladder and proceed down the corridor. When you reach the open area, two Projectile Ninja attack from the opposite side of the crevice in the floor. Quickly move back out of sight to avoid being attacked, then jump out into the open and use the Fiend's Bane Bow to attack in the air. As soon as you land, quickly jump back out of sight. Continue this process until both enemies have been defeated to avoid taking damage.

KARMA TIP

You can reach an Herb of Spiritual Life by taking a small detour here. Jump down into the water and swim to the left to find a corpse that holds a Notebook entry for Unrivaled Soaring. Go up the stairs and use Shadowless Footsteps and Unrivaled Soaring to reach the top. Open the container here to obtain an Herb of Spiritual Life, then go into the opening on the left and drop down to return to the corridor where you started.



Use Shadowless Footsteps on the right wall to reach the horizontal bar in the middle of the crevice. Swing from the bar to the wall and use Shadowless Footsteps again to cross the rest of the crevice. As soon as you land, several Projectile Ninja attack from the other side of the crevice. Alternate between jumping arrows and normal arrow shots with the Fiend's Bane Bow to take the foes out while dodging their attacks. Use Shadowless Footsteps on the left wall to reach the other side. Stop just short of the end of the path.

Several Melee Ninja drop down to the area below. Stay where you are and they'll come up to attack you. Defeat the enemies and drop down into the area below. Cautiously head into the opening in the wall. As soon as you near the next hallway a Demon Spawn lunges at you. To avoid this, use the Flying Swallow to propel yourself through the opening.

*Approach
the opening
cautiously ...*



*... and use the
Flying Swallow to
avoid the Demon
Spawn's initial
attack.*

Take out the Demon Spawn and travel down the corridor to find a save point. Use the Flying Bird Technique to climb up to the top. As soon as you reach the corpse, look to the right down the narrow opening. Equip the Fiend's Bane Bow and wait for a Projectile Ninja to appear in your sights. Take out the enemy and examine the corpse to learn the technique of the Invisible Path.

When you reach the top, use Shadowless Footsteps along the right wall to reach the platform ahead. Jump up to reach the pole above and use it to reach the platform on the left. Open the container on the platform to find a Lives of the Thousand Gods item. Jump back to the pole and head to the left to reach the next platform.

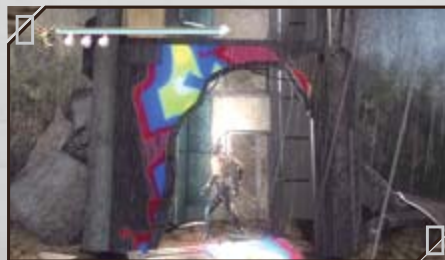
Drop from the pole, then use Unrivaled Soaring on the right wall to move around and reach the area to the left. As soon as you land, several Ninja spawn. Ignore the Melee Ninja and use Shadowless Footsteps on the left wall to quickly get through them and over to the Projectile Ninja in the corner, up the stairs. Take him out, with a quick Flying Swallow, then take out the remaining Melee Ninja. Use Unrivaled Soaring to reach the blue-light Muramasa Shop on the top platform. Pick up supplies if needed. You cannot upgrade the Dragon Sword to Level 3 at this point, so upgrade the Vigorian Flail instead. You will use the Lunar Staff against the upcoming boss, but only Level 1 is needed.



Enter the door on the platform, and look to the left. There is a large fan at the end of the platform. Use the Fiend's Bane Bow to hit the blue circle in the middle of the fan to disable it. If you come in contact with the fan blades before disabling them, they inflict significant damage to Hayabusa.

Drop down to the water and head through the fan all the way down to the ladder on the left. Climb up, head left around the corner and jump across to the opposite side. Take out the fan with the Fiend's Bane Bow, then use Shadowless Footsteps along the left wall to reach the pole in the middle. Use the pole to swing through the fan and drop down into the next room.

Dive down and head through the opening under the water. Swim up to the surface and save your progress at the Earth Statue in the corner. Head to the structure to the right of the Earth Statue. Use the Flying Bird Technique to scale the wall and reach the top.



*Head to the
structure on
the right ...*



... and use the Flying Bird Technique to reach the top.

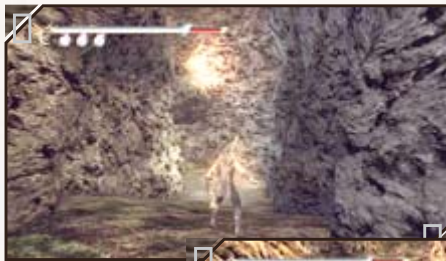
At the top, get as close to the right wall

as you can and walk across to the wall directly in front of you, then to the left to the end of the walkway. Use Unrivaled Soaring along the right wall to reach a platform with a container. Open the container at the end of the platform to find Red Essence.



Turn around and use Shadowless Footsteps on the left wall to reach the corridor ahead. When you land on the platform, switch to the Vigoorian Flail and continue down the hallway. Drop down to the bottom of the area and engage a horde of Melee Ninja and Ninja Dogs. Almost any of the Vigoorian Flail combos work extremely well against the Ninja Dogs, and you can use the Izuna Drop against the Melee Ninja.

Defeat the enemies, then continue moving down the corridor. On one end is an area where you can use the Flying Bird Technique. Do not go here because that takes you back the way you came. Instead, head in the opposite direction to the step-like platforms under the Muramasa Shop.



Head under the Muramasa Shop ...



... to the step-like platforms.

When you reach the top, examine the corpse to learn about the technique of the Invisible Path. Turn around and use Invisible Path along the right wall to reach the yellow light Muramasa Shop. Stock up on supplies, then head to the right to engage a few Melee Ninja and a single Projectile Ninja. Be careful not to fall down here as you will have to work your way back around again. Dispatch Ninjas and continue forward, but be careful not to fall off the path here, as you approach the Earth Statue. Save your progress and turn around to use Shadowless Footsteps on the right wall to reach a container that holds a Life of the Gods item.



Use Shadowless Footsteps along the right wall ...

... to reach the container.



Head back to the Earth Statue, then continue to the left. Jump down into the tunnel and head to the right. Ignore the Melee Ninja and proceed to the far end of the tunnel to take out the Projectile Ninja. Defeat the enemies and use Shadowless Footsteps on the subway car on the right to reach the main car. Continue to the left to the end of the subway car. When you drop down, head toward the end of the tunnel to engage several Demon Spawn. When all of the Fiends have been taken care of, a short cinematic plays, followed by a boss battle.

BOSS BATTLE GIGADEATH



Close-Range Abilities: Untouchable Body, Face of Death

Long-Range Abilities: Projectile Attacks, Mini-Death Spawns

Recommended Weapons: Lunar Staff, Fiend's Bane Bow, Art of the Inferno

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Strategy: This is a unique boss that inflicts damage if you touch it. The Fiend's Bane Bow and Lunar Staff are your weapons of choice for the battle. The boss moves from one end of the tunnel to the other, swaying from side to side and rapidly shooting fireballs from its head. You cannot block consecutive fireballs, but you can dodge them with precise timing. However, the boss can only shoot fireballs when it's facing you. If you stay behind it, the fireballs do not pose a threat.



Untouchable body

At some time during the battle, GigaDeath spawns a multitude of Mini-Deaths, smaller versions of itself. These Mini-Deaths act like homing missiles. When the Mini-Deaths spawn, defeat them with the Art of Inferno ninpo magic. If you can no longer use ninpo, a well-timed Bladed Spider combo (←, ←) with the Lunar Staff also works to deflect the Mini-Deaths and avoid damage. At approximately 50 percent health, GigaDeath uses the Face of Death attack. If you see GigaDeath pause and shake in place, know that the Face of Death is coming. GigaDeath shoots a large face toward Hayabusa; it moves slower than the Mini-Deaths, but homes in just as well. As soon as you see GigaDeath pause and shake, move behind it as quickly as possible. This attack almost always inflicts at least 50 percent damage to Hayabusa, and has the ability to inflict well over 90 percent damage in some situations, so it is extremely important to avoid it at all costs.



Fireballs

When the battle begins, go into first-person view so the Fiend's Bane Bow automatically locks onto GigaDeath. Shoot as quickly as possible as you carefully watch for GigaDeath to use one of its many attacks. When GigaDeath approaches, make sure you're far enough away to avoid its untouchable body. Even if you don't physically touch GigaDeath, if you're too close you'll still take damage.



Mini-Deaths

When GigaDeath stops to unleash a volley of fireballs, try to get behind it. If you're too far away to get behind GigaDeath,

use the Reverse Wind Technique repeatedly to avoid the projectile attack. You can battle GigaDeath by trying to remain behind it as often as possible, or by standing your ground and shooting as many arrows as possible. If you try to stay behind it, the battle takes longer, but it's a safer strategy. If you stand your ground, the battle will be over quickly, but you may end up using more health items. Repeat these tactics until the boss has been defeated, but be cautious of the Mini-Death attacks when GigaDeath is below 50 percent health.

Face of Death

The battle against GigaDeath is a quick fight if you stand your ground. It should be down to



nearly 50 percent health or less by the time it spawns Mini-Deaths for the first time. When GigaDeath's health is low, it stops moving and hunches over. When this happens, quickly run up to its head and use an Obliteration Technique to finish the fight.

CHAPTER FOUR: A CAPTIVE GODDESS



A captive goddess details

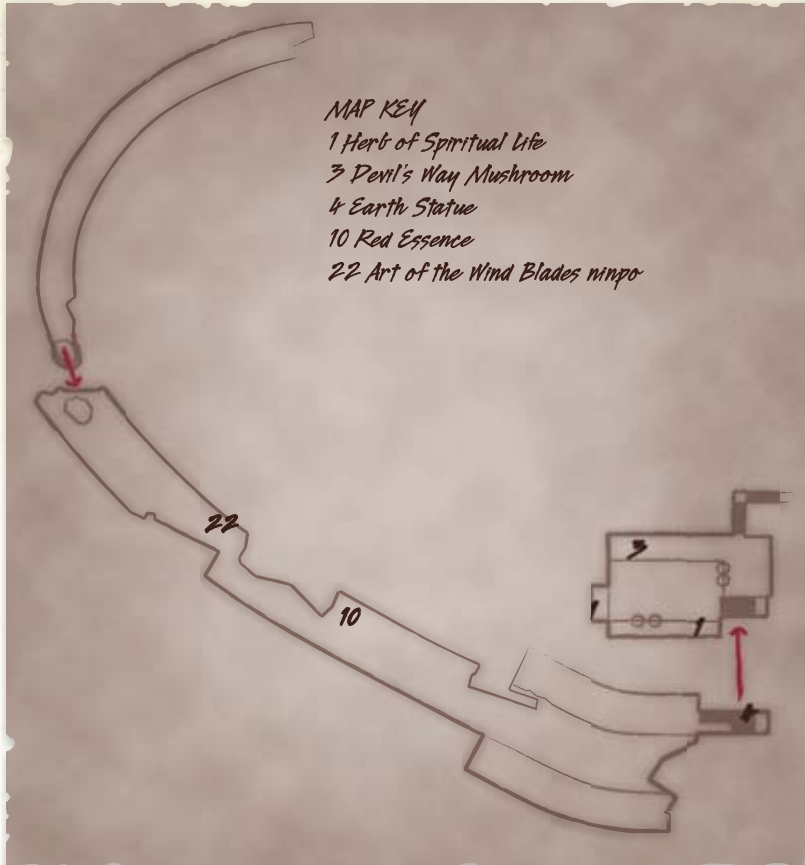
Crystal Skulls: 3

Weapons: Enma's Fang

Ninpo: Art of the Wind Blades

Bosses: Giant Brute Fiend, Alexei, Statue of Liberty

Maps: 5



After the cinematic at the start of this chapter, switch back to the Dragon Sword and move toward the Muramasa Shop on the right. As you get close to it, Bats attack from above. Take out the Bats, then access the blue-light Muramasa Shop to upgrade your weapon and restock your supplies. You cannot upgrade the Dragon Sword or Vigoorian Flail, so upgrade the Falcon's Talons instead because they will be used in upcoming chapters.

Replenish any supplies you need and head down the tunnel. Defeat Melee Ninja that attack and drop down the hole at the end of the tunnel. Projectile Ninja come at you from the far end as soon as you land. Jump to avoid their initial attack and use mid-air shots from the Fiend's Bane Bow to take them out. During this attack, several Melee Ninja appear from behind. Finish defeating the Projectile Ninja before moving on to the Melee Ninja. Defeat them all and continue down the next tunnel.

When you reach the gap between the two subway cars, open the container to the left to find the Art of the Wind Blades ninpo.



Continue down the tunnel until you reach the end of the subway car. More Melee Ninja attack at this point. Defeat them, then head to the right to find a

container at the end of the subway car. Open the container to find Red Essence.



Keep moving until you reach an open area. Several Demon Spawn attack at this point. Defeat the Fiends and move to the left side to find the exit. Climb the stairs and save your progress at the save point. Continue up the next flight of stairs where another group of Fiends attack. Dispatch the Ninpo Ninja before you focus on the Melee Ninja.

Head through the door on the wall opposite the stairs you just used to find a container at the end of the room. Open the container to find another Herb of Spiritual Life.



Go back through the door and to the area on the right to find another container that holds a second Herb of Spiritual Life.



Head to the opposite side of the area and through the opening on the right. Take an immediately left to find a container at the other opposite end of the hall. Open the container to find a Devil's Way Mushroom item.



Head back the way you came to engage two Projectile Ninja. Take them out then move up the stairs on the left. Attack the gate at the top of the stairs to destroy it and barrels that block your way. As soon as the gate is gone, two Ninjas attack. Defeat the enemies and continue up the stairs to the street.

Head up
the stairs to
the gate ...



... then use an
attack to clear
the gate and
barrels.



Two Melee
Ninja attack as
you make your
way down the
alley. Kill them
and take the first
left you come to.
Turn right at the
next lamp post

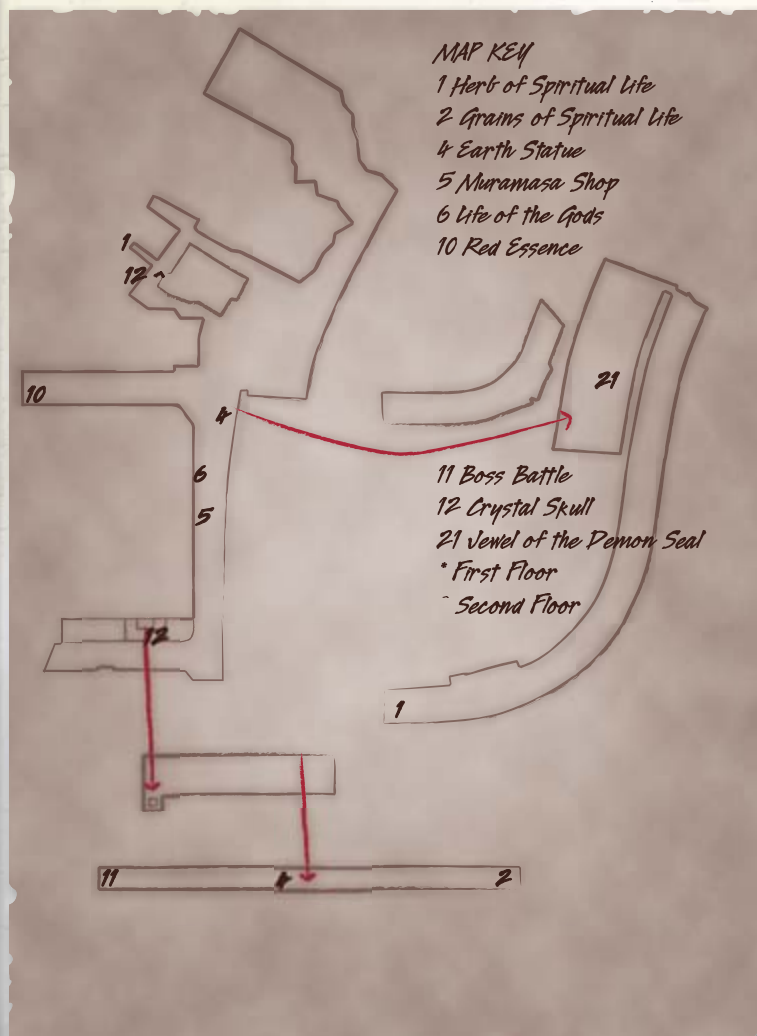
to find a corpse at the end of the narrow alley. Examine the
corpse to find an Herb of Spiritual Life.



Head out of the narrow alley and continue to
the right, then around the corner to the left. Stop
just after you make the left turn and turn around
to face in the direction from which you just came.
There is a Crystal Skull on the catwalk above on
the right. Use Unrivaled Soaring to scale the wall
on the left and gain enough height to reach the
catwalk.



Grab the Crystal Skull and continue around the
corner. Turn right as you come out of the alley,
then make another right and head down the next
street. More Melee Ninja attack as you make your
way down the street. Defeat them and open the
container at the end of the street, behind the red
barrels, to find Red Essence.



Change to the Vigoorian Flail and continue out into the
rain where Ninja Dogs attack from all angles.
Defeat the Ninja Dogs and head around the corner
to engage two Ninpo Ninja. Dispatch them and
head to the right. Take the alley to the right
of the Coin Laundry building.

Head back in the direction you came and access the save point on the right. Head up the ladder on the left. When you reach the top of the ladder, examine the corpse on the left to find a Jewel of the Demon Seal item.



Continue down the street to the opening in the railing on the right. Go through the opening, head to the right and stop as soon as

you see the Demon Spawn at the end of the street. Wait for the Demon Spawn to get close, then take it out quickly with the Azure Swallow or Undefeatable Demon combo (▲▲▲). Immediately after the first Demon Spawn is defeated, use the Fiend's Bane Bow to take down the Flying Demon in the distance. You need to be fast because another Demon Spawn attacks shortly after the first one goes down, and soon after the first Flying Demon goes down, another attacks from much closer range.

Defeat all of the enemies and head down to the end of the street to find a container that holds an Herb of Spiritual Life.



Turn around and move to the opening in the fence on the left. Across from the opening is another Crystal Skull.



Jump across, grab the Skull, and drop down to the street below. If you drop before you grab the Crystal Skull, do not worry, you can get back up at a later time. Head around the corner to reach a container at the end of the street. Open the container to find a Life of the Gods item.

Turn around to find a yellow light Muramasa Shop. Replenish your supplies and head back the way you came. Several Demon Spawn attack. Kill them and continue to the right, around the corner. Use the small opening immediately to the right as you round the corner to climb to the top of the area with the Flying Bird Technique.



When you reach the top, take the ladder to the left if you missed the Crystal Skull. Otherwise, head to the opening on the



left where several Demon Spawn attack. Defeat the Demon Spawn and head down the street to the ladder on the far-left side.

Climb the ladder and save your progress at the Earth Statue at the top of the bridge. Head left to the bridge's end. Along the way, several Flying Demons attack. Use the Fiend's Bane Bow to drop them and open the container at the end of the bridge to find a Grains of Spiritual Life item.



Head back in the opposite direction toward the end of the bridge. More Flying Demons attack. Use the bow to take them down, then continue to the end of the bridge to trigger a brief cinematic followed by a mid-boss battle.

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Mid-BOSS Battle: Giant Brute Fiend

Close-Range Abilities: Earthquake Slam, Unblockable Throw

Long-Range Abilities: Wind Breath, Projectile Attack

Recommended Weapon: Dragon Sword, Level 2

Strategy: This giant boss attacks by swinging its arms, slamming them to the ground (Earthquake Slam), as well as blasting you with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the Brute, so you must stay close it while avoiding its attacks.



Projectile
attack

Earthquake Slam

Attack the leg that is farthest back with any

Strong Attack combo (▲,▲,▲), but keep on the move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath technique, which inflicts a significant amount of damage. If it moves near the cars or rocks at the far end of the area, the camera zooms out and it throws one of these objects at Hayabusa. Use the Reverse Wind or Wind Run to easily avoid the slow-moving projectile.



Wind Breath



Throw

Focus on its back leg.

Repeat these strategies until it reaches approximately 20 percent health and drops

its head to the ground. At this point, quickly run up to its head and use an Obliteration Technique to finish it off.



Defeat the mid-boss for another cinematic. As soon as the cinematic comes to a close, several Demon Spawn and Flying Demons attack. Ignore the Demon Spawn and focus on the Flying Demons to dispatch them as quickly as possible. Once the Fiends have been defeated, head to the building and go in through the opening.

There is an Earth Statue in the next room. Break the glass directly in front of the statue and save your progress. Head toward the other side

of the room and break the glass in front of the large weapon. Examine the weapon to obtain the Enma's Fang.

Break the glass and examine the scroll to the left of Enma's Fang to find a Vigor Mythology book.



PATH OF THE NINJA



Continue through the door to the left and round the first corner. As soon as you take the second corner, use Shadowless Footsteps on the

right wall, followed by the Flying Swallow to get a jump on the two Projectile Ninja at the end of the hallway.

Defeat the enemies and continue through the door at the end of the hallway to face several more Ninja, including several Projectile Ninja. Destroy them and head up the stairs and to the right. Use Unrivaled Soaring to cross the gap in the floor and reach a corpse that holds a Devil's Way Mushroom item.

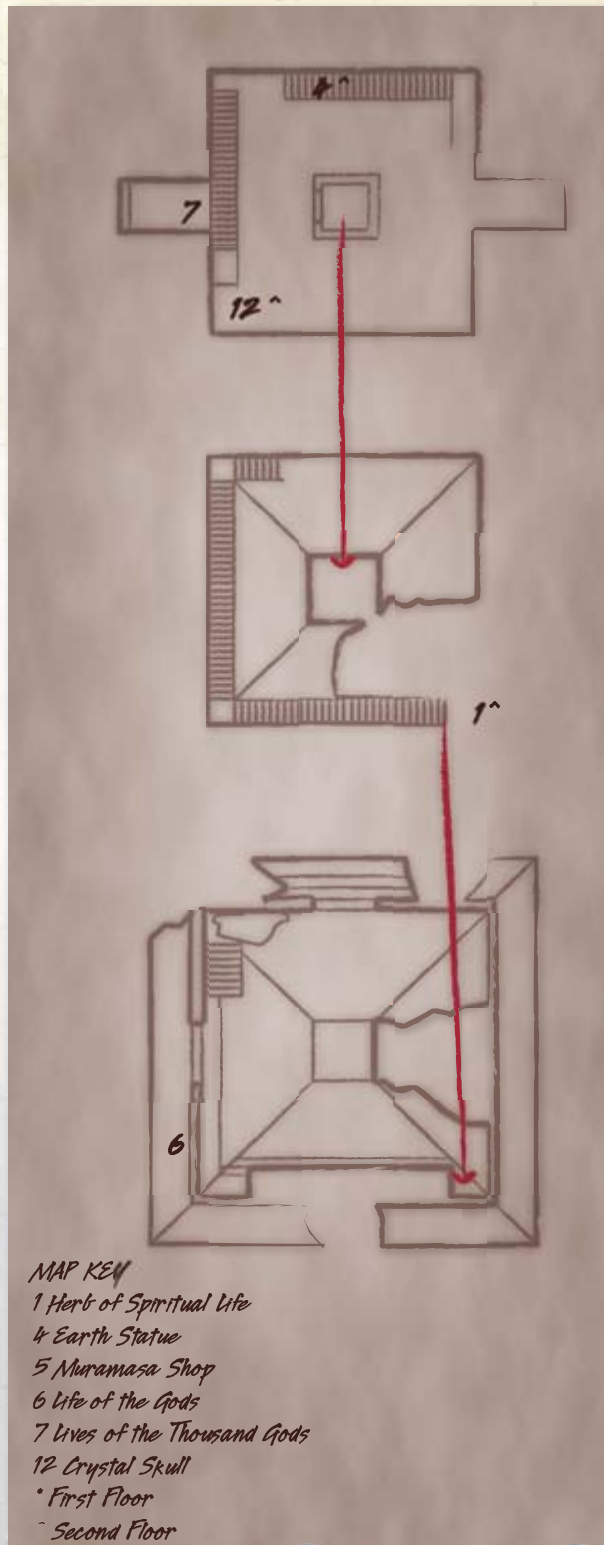


Jump back down to the first floor and go up the stairs again. When you reach the top, head left and around the corner. Use Shadowless Footsteps to cross the gap in the floor and continue around the next corner. Be ready for the Demon Spawn that attacks when you walk in front of the window on the right.

Defeat the Fiend and head through the broken window. Jump down to the bottom and battle against several more Demon Spawn. Face the window you just came through and head to the left side of the area. On the right, before you reach the stairs, is a container. Open the container to find an Herb of Spiritual Life.



Go to the opposite side of the area and move up the stairs to the top. Several Demon Spawn attack here. Defeat the



Fiends and ascend the flight of stairs on the right and the next set of stairs on the left. Head to the left side of the building and defeat the Flying Demons that appear, then move into the entrance on this side of the building.

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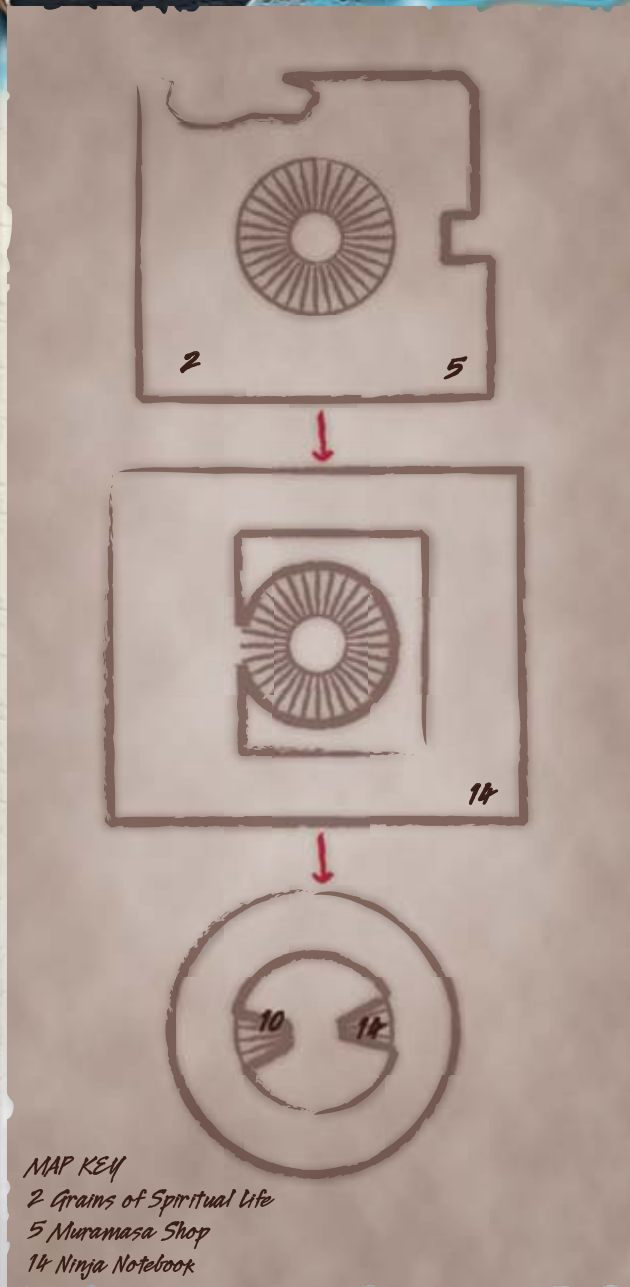
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As soon as you enter the building, several Projectile Ninja attack. Take care of them and head into the opening directly opposite the entrance. On the left is a container that holds a Lives of the Thousand Gods item.



Head up the stairs to find a save point. Save your progress and jump from the Earth Statue over the stair railing to land on the beams that run across the

room. Head over to the far-right corner and jump down to the beam that runs along the right wall to find a Crystal Skull.



Head back down to the lower floor. Use the Flying Bird technique to climb the metal structure in the middle of the room then take the stairs up one flight, turn around and use Unrivaled Soaring to reach the beams that run across the room. Head to the far right corner to find a container that holds an Herb of Spiritual Life.



Head up the stairs to the next level, defeat the Melee Ninja that attack and go out the open door. Use the Fiend's Bane Bow to defeat the Flying Demons outside. Open the container on the right to find a Life of the Gods item.

Return inside and continue up the stairs. There is a yellow-light Muramasa Shop on the left, once you reach the top of the stairs. Pick up any supplies you may be short on and continue to the left to find a corpse that holds a Grains of Spiritual Life item.



Head up stairs in the middle of the room. When you reach the hole on the right side of the stairwell, jump out and use the Flying Bird Technique to scale the wall and reach the next level. If you have trouble with this side, you can go back down to the Muramasa Shop and use the Flying Bird Technique where the grate has fallen to the floor.



Examine the corpse here to find the second part of the Four Greater Fiends book. Move up the stairs in the center of the room to reach the top and trigger

another cinematic followed by a boss battle against Alexei.

BOSS BATTLE ALEXEI

Close-Range

Abilities: Melee
Combos

Long-Range

Abilities:
Projectile Attack,
Whirlwind Spin,
Long-Range Throw,
Lightning Strike

Recommended

Weapons: Dragon
Sword, Level 2

Strategy:

Alexei is not presently at full power, which makes this battle relatively easy. His projectile attacks are very difficult to avoid, even with the use of Wind Run. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, his Lightning Strike attack, and his extremely damaging long-range throw attack.



Long-Range Throw

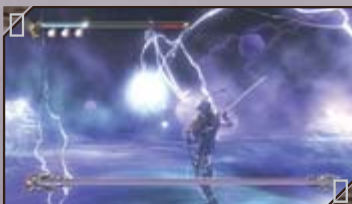
Projectile Attack



Alexei attacks as soon as the cinematic concludes, so be prepared to block or dodge immediately. Rush toward Alexei to get close to him as quickly as possible. This prevents him from using many of his long-range abilities. Alexei uses his projectile attacks as soon as you get outside of the Dragon Sword's attack range, so it is very important to keep a continuous flow between the Wind Run and any of Hayabusa's Strong Attack combos. Alexei also uses long- and short-range throws that cannot be blocked and inflict a significant amount of damage. Stay on the move as much as possible to avoid these.

Lightning Strike

If Alexei uses the Whirlwind Spin, charge an Ultimate Technique. It will not hit Alexei,



but it avoids his attack and allows you to stay close to him in order to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when the Whirlwind Spin attack is over. The Ultimate technique overrides any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Wind Run if you see Alexei going into the Whirlwind Spin.



Whirlwind Spin

At close-range Alexei uses several attack

combos. Use Wind Run to avoid these, then counterattack with a Strong Attack combo of your choice. If the Strong Attack combo does not stun Alexei, stop mid-combo and use Wind Run or Reverse Wind to avoid the combo attack Alexei is about to unleash. If the combo stuns Alexei, follow up with another Strong Attack combo until Alexei is no longer stunned. Defeat Alexei to trigger a short cinematic, followed by a battle against the Statue of Liberty.

BOSS BATTLE STATUE OF LIBERTY

Close-Range

Abilities: Hand
Slam, Hand Sweep

Long-Range

Abilities:
Projectile Attack,
Lightning Pillar

Recommended

Weapons:
Dragon Sword,
Level 2

Strategy:

The battle against the Statue of Liberty is very similar to the battle against the Giant Statue in Chapter 1. When the battle begins stay on the far left side of the screen to avoid the Hand Sweep attack. You can block the Statue's Hand Slam and the ground lightning that emanates from the Hand Slam. Keep your guard up and wait for the Statue to stop using either hand attack, then use a combo on the hand as it is stationary. If it does not appear as though the hand will stop attacking, use the Reverse Wind to move over to the other hand and attack it instead. Always stay at close range to avoid the Statue's long-range attacks.





Hand Slam



Hand Sweep



Projectile attack following both hand attacks at 50 percent health.

Once the Statue is down to 50 percent health, it drops its head slightly and stops attacking for a brief period. Use the first-person view to auto-aim the Fiend's Bane Bow at the Statue's head and attack as quickly as possible. When the Statue moves again, stay between the two hands and move into first-person view to fire off a few arrows in between the Statue's attacks. At this point, every attack is followed by a ball of lightning projectile attack, so be careful to avoid it with a Reverse Wind before changing to the first-person view.



Lightning Pillar



Long-range projectile attack

When the Statue of Liberty is low on health, it bows its head one more time. Move toward the head and use an Obliteration Technique to finish it off and complete the chapter.



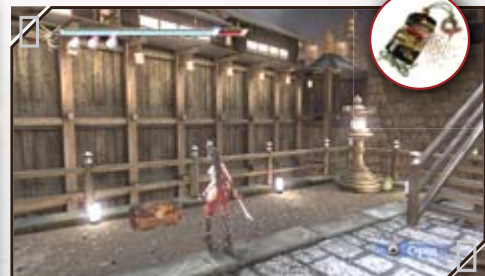
CHAPTER FIVE: THE SHRINE-MAIDEN'S BATTLE

The shrine-maiden's battle details

Boss: Tengu Brothers
Maps: 1



After the cinematic, cross over the bridge and take out the Melee Ninja that attack. Continue across the bridge to the second wave of Melee Ninja that includes a single Projectile Ninja. Head up the stairs and take out the Projectile Ninja first, then attack the remaining Melee Ninja. Open the container at the bottom of the stairs to obtain a Grains of Spiritual Life item, then continue up the stairs and through the gate.



Move into the open area to take on several Melee and Projectile Ninja, followed by another group of Melee Ninja and several Ninpo Ninja. In the far-left corner is a container that holds an Herb of Spiritual Life. Use this if needed during your battle with the Ninja, otherwise save it for the mid-boss battle should you need additional healing items.

MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 3 Devil's Way Mushroom
- 4 Earth Statue

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Once all of the enemies have been defeated, one of the Tengu Brothers appears for a mid-boss battle.

Mid-BOSS Battle: Tengu Brother



Close-Range Abilities:
Basic Combos

Long-Range Abilities:
Projectile Attack, Long-Range Stomp

Recommended Weapons: Heavenly Dragon Naginata

Strategy: The Tengu Brother does not have a wide variety of attacks. At a distance he uses a projectile attack consisting of multiple kunai. He also uses a stomping

attack that he can use from close range, but he primarily uses it from a distance.

Stay close to the Tengu Brother and use the Reverse Wind Technique to avoid his combo. As soon as his combo is completed, use a combo of your choice. After your combo, continue using the Reverse Wind Technique until the Tengu Brother completes another combo. You only need to get the Tengu Brother down to approximately 50 percent health before he teleports away.

Proceed down the path to the Earth Statue. Save your progress, then go right up the stairs into the next area. Several Demon Spawn attack. Take them out, then open the container in the room to find an Herb of Spiritual Life.



Head through the hole in the wall and take out the Melee and Projectile Ninja that attack on the other side. Head to the right to find a small balcony on the left with a container in the corner. Open the container to find a Grains of Spiritual Life item.



Return in the direction you came and turn right down the waterway. Go up the stairs on the left to face off against several Melee and Ninpo Ninja. Cross the bridge and head to the left to find a container on the right of the path that holds a Devil's Way Mushroom.



Go back across the bridge and follow the pathway ahead to a group of Melee Ninja. Defeat them and continue down the path until more Melee Ninja appear. Take them out and save your progress at the Earth Statue. Continue forward to battle against several Melee and Projectile Ninja, followed by more Melee Ninja with Ninpo Ninja accompanying them, followed by Demon Spawn, and finally a boss battle against the two Tengu Brothers.

BOSS BATTLE TENGU BROTHERS



Close-Range Abilities: Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapons: Heavenly Dragon Naginata

Strategy: This Tengu Brothers battle is the same as the last except that you must now fight both brothers at once. The brothers have the same attacks as you saw before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into the air. However, once one has been defeated, almost every stomp will be followed by a second one. They will use the stomps from close range as well.

Basic combo



Whirlwind Spin



Unblockable throw



Focus on the blue brother first, ignoring the other brother. Stay close to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with Momiji's Dancing Maple combo (▲▲▲▲). Be careful of the last hit in the combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.

Projectile attack



Stomp

When you have defeated the first Tengu, the second one becomes



much easier to deal with and takes considerably more damage from each of your attacks. Collect the Blue Essence that appears after you defeat the first Tengu Brother, then quickly close in on the second to prevent him from using long-range attacks. Follow the same strategy used against the first brother to take down this one quickly and easily.

CHAPTER SIX: THE AQUA CAPITAL



Aqua capital details

Crystal Skulls: 3

Items: Spirit of the Devils, Talisman of Rebirth

Ninpo: Art of the Piercing Void

Weapons: Dragon's Claw and Tiger's Fang, Howling Cannon

New Enemies: Beastmen, Half-Dragon Demons, Undead Fish, Water Demons

Boss: Water Dragon

Maps: 2

After the opening cinematic, continue forward to engage several Beastmen.

MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 7 Lives of the Thousand Gods
- 8 Yellow Essence
- 10 Red Essence
- 12 Crystal Skull
- 21 Jewel of the Demon Seal
- 24 Talisman of Rebirth
- 25 Spirit of the Devils
- 26 Art of the Piercing Void ninpo
- * First Floor
- ~ Second Floor



First Appearance: Beastmen



Abilities:

Long-Range Throw

Strategy: The Beastmen do not have any unique abilities aside from a basic long-range throw, but they are very strong and difficult to stun. Use the Falcon's Talons to inflict a great deal of damage with minimal effort and stay close

to them at all times to limit their use of the long-range throw. Since it is difficult to stun them, be cautious of a counterattack that could come at any time. Be prepared to use the Reverse Wind when they begin to counterattack.

Head forward and veer to the right just before you reach the stairs to find a blue-light Muramasa Shop.



Upgrade Enma's Fang, but do not replenish any supplies at this time. Go up the stairs but do not cross the bridge yet. Instead,

continue forward past the bridge and head around the corner to the left and down the stairs. Make a U-turn and continue down the next flight of stairs, then cross the water to the left, head right down the path and turn left at the end. At the far end of the path, next to the boat, is a container that holds Red Essence.



Cross the water to the right to the boat on the opposite side to find another Crystal Skull.



Go back the direction you came and up the stairs to the bridge you passed earlier. Head over to the Muramasa Shop if you need supplies. Everything is cheaper now after obtaining another Crystal Skull. As you cross the bridge, several Beastmen and a single Half-Dragon Demon attack. Switch to Enma's Fang and take them out, then continue across the bridge.

First Appearance: Half-Dragon Demon

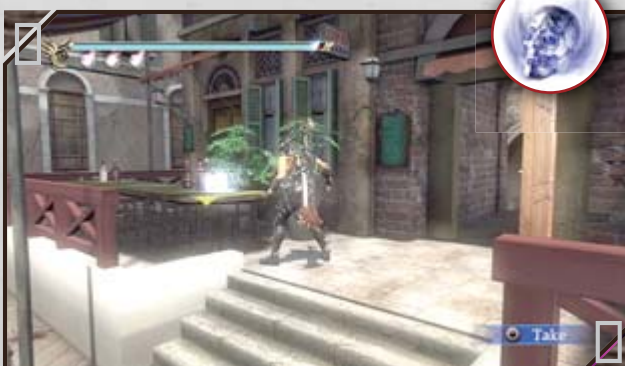
Abilities: Projectile Attack, Flight, Short-Range Fire Breath

Strategy: A direct upgrade of the Demon Spawn, the Half-Dragon Demon's abilities are almost identical to its lesser brethren. Instead of shooting two fireballs from a distance, the Half-Dragon Demon shoots three at a time. Also, instead of using a long-range throw, the Half-Dragon has the ability of flight, similar to the Mecha Soldiers. When they are in the air, use the Flying Swallow to bring them down. The Flying Swallow also works well to keep Hayabusa constantly on the move and out of reach of the Half-Dragon Demons. At close range, do not use combos that lead into the air, as these enemies cannot be knocked into the air unless you're using Enma's Fang. After a single combo, use the Reverse Wind or Flying Swallow to move away from the Half-Dragons to avoid a counterattack. If they begin to wind up for an attack, cease your combo attack and immediately use the Reverse Wind to avoid their attack.

Go back in the direction you came, up both flights of stairs and across the bridge to the left. Several Beastmen attack after you cross the bridge.

Defeat the Beastmen and continue down the street. Break any barrels or crates near the vendors on either side of the street to obtain Yellow Essence. Turn left at the end of the street to find an Earth Statue and a corpse. Examine the corpse to obtain the Dragon's Claw and Tiger's Fang weapon.

Save your progress and continue up the stairs to the left of the Statue and through the door. As you head through the door, several Beastmen attack. There is a Crystal Skull on the table to the right as soon as you go through the door, but take out the Beastmen before you get the Crystal Skull.

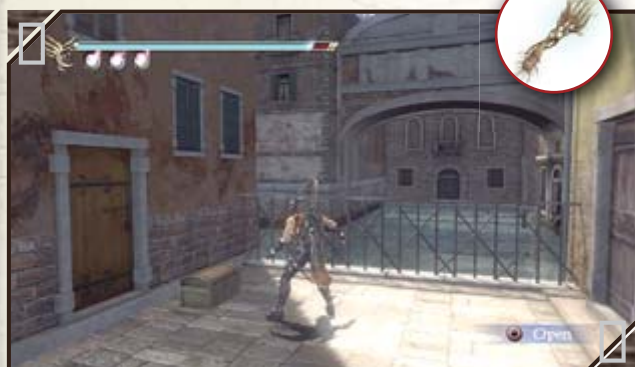


Head to the right, over the next bridge. Beastmen attack from the right and left. Defeat them and continue moving to the right, over another bridge, then make another right turn when the street comes to an end. Move down the alley and into the small opening at the end on the left. Use the Flying Bird Technique to scale the wall to the balcony above.

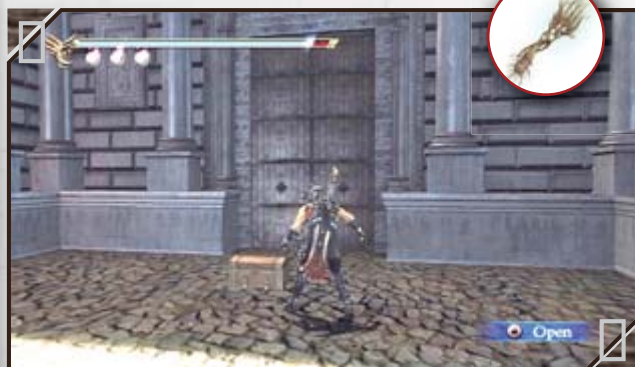


Examine the corpse here to find a Talisman of Re-birth. Jump down, directly behind the corpse, and turn left at the end of the alley to find a container. Open the container to find an Herb of Spiritual Life.

Open the container to find an Herb of Spiritual Life.



Go back the way you came, across the bridge, and continue straight over another bridge to engage several Half-Dragon Demons. Defeat them and continue along your original path, over a third bridge, until you reach the end of the street. Open the container here to find a Grains of Spiritual Life item.



Switch back to the Dragon Sword, turn around, and make a right after the first bridge. Ascend the stairs. When you reach the fountain you'll find a corpse, but several Water Demons attack. This is the first appearance of Water Demons.

First Appearance: water demon

Abilities:

Projectile
Attack

Strategy:

On water, the Water Demons can be difficult to fight due to Hayabusa's limited array of attacks in this situation. Move to solid ground to attack these enemies whenever possible. From Chapter 13 on, Water Demons are red in color and have the ability to use a projectile attack. Stay at close range to prevent them from using their projectile attack and use any combo to dispatch them. They are weak enemies, but they cannot be knocked into the air. However, they are almost always stunned by any combo that transitions into the air, so it is still safe to use aerial combos on these enemies. If there is no solid ground to be found, run in tight circles to avoid their projectile attacks and close in on them. Then use the Falcon's Talons water attacks to finish them off.



Defeat them to drain the water in the fountain, then return to the corpse you just passed. Examine the corpse to find a Spirit of the Devils item.

Head into the fountain to find a tunnel. Move down through the tunnel to reach the next open area. Continue left out of the tunnel until you reach the intersection just beyond a boat. Swim down the water alley and make a left into the small area at the end. Dive down to find a Crystal Skull.



Head back to the main waterway, dive underwater, and swim right through the hole in the gate to continue on your way. Run across the water, following the waterway until you reach the next gate. Dive underwater and go through the hole, then swim to the boat on the right near the end of the waterway.

Jump through the window directly behind the boat to find a save point. Head up the stairs and open the container in the corner of the room to find the Art of the Piercing Void ninpo.



Move through the door to the left and then head right down the street to the yellow-light Muramasa Shop at the end. Do

whatever shopping you may need to do, switch to Enma's Fang, and then move toward the opposite end of the street. A horde of Half-Dragon Demons attacks as you approach the stairs. Defeat them and continue up the stairs and across the bridge where several Beastmen and two Flying Demons attack. Take out the Beastmen first, then use the first-person view of the Fiend's Bane Bow to dispatch the Flying Demons with a single arrow.

Go through the opening at the end of the bridge and turn right down the hallway. Defeat the two Beastmen that attack and continue to the end of the hallway to find a container that holds an Herb of Spiritual Life.



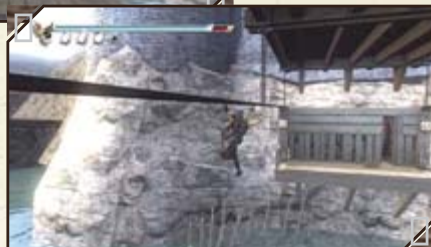
Move through the opening on the right and shoot an arrow at the two glowing objects straight ahead to lower the drawbridge above. Jump to the top of the platform on the right and use the newly accessible cable to cross over the water to the platform on the opposite side. Open the container here to obtain a Life of the Gods item.



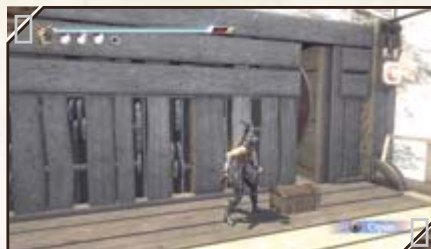
Shoot an arrow at the two glowing objects ...



... climb up and grab the cable ...



... head across the water ...



... then open the container.

Jump down into the water and head to the left and over to the two waterwheels on the far side of the area. Run across the water to the platform on the far-left side. Jump to one of the horizontal bars in the middle of the waterwheel and use it to reach the platform at the top.



Jump on the next waterwheel and over to the turning gear. Then go into the opening on the left. Ride the bar to the opposite side of the room and drop down to the platform with a container on it. Open the container to find a Lives of the Thousand Gods item.

Head down to the bottom of the room, and continue through the doorway to an open area. Head left and up the stairs to engage several Beastmen. Defeat the Beastmen and continue to the top of the stairs to find a save point. Save your progress, switch to the Dragon Sword, and head through the opening to the left of the Earth Statue. Defeat the Water Demons inside and continue to the other side of the room, beyond the fountain, and through the opening at the end.

Move to the right at the intersection and open the container in the far-right corner of the room to find a Jewel of the Demon Seal item.



Before you go any farther, return to the hallway and go into the room at the opposite end to find a yellow-light Muramasa Shop. Replenish your

supplies and head left at the intersection. Follow the hallway and take down the Half-Dragon Demons that attack. Continue down the stairs and to the right. Ignore the hallway to the left and head straight to the room at the end. Examine the corpse to obtain the Howling Cannon projectile weapon.

Switch to Enma's Fang, leave the room and wait for the Beastmen to come storming down the hallway. Defeat the Beastmen, turn left out of the room and follow the hallway up the stairs to the next room. Enter the room at the top of the stairs to find a container on the left that holds Yellow Essence.



Head back to the hallway you passed before finding the Howling Cannon. When you reach the hallway, turn left and head up the stairs to find a container on the left side of the room. Open the container to find an Herb of Spiritual Life.



Stand on the well cover just ahead and use the Dragon Sword's Helmet Splitter (While Jumping ▲) to break the wood and drop into the room below.



When you reach the bottom, switch to the Howling Cannon and head to the Earth Statue on the left.

Save your progress and slowly continue down the hallway until several Undead Fish appear ahead.



First Appearance: Undead Fish

Abilities: Long-Range Throw

Strategy: Undead Fish are very weak, but can be an annoyance if they are not killed quickly. They always attack in groups, but can be seen from a distance. Use a combination of a projectile weapon and the Dragon Sword to take out any and all Undead Fish in the area. When you shoot one with a projectile weapon, any other Undead Fish around you will swarm in to attack. Shoot one, then use any of the Dragon Sword's quick attack combos. The Undead Fish also use a throw that tracks Hayabusa from a deceptive range. Also note that Undead Fish can be found underwater, floating high above Hayabusa in the air, or at eye level. When you see a single Undead Fish, look all around the area to ensure you have spotted and killed all of them.

Use the Howling Cannon to take them out, but if they get too close, use a quick attack with the Dragon Sword. Defeat the Fiends and continue into the large open room and onto the brick ring in the middle.

When you reach the brick ring several more Undead Fish appear. Fire a single shot with the Howling Cannon, then immediately use the Flying Swallow to take out all of the Undead Fish before they can grab onto Hayabusa.

Dive underwater in the center of the room to find a container that holds an Herb of Spiritual Life.



Head through tunnel underwater that leads to the next area. There is a set of columns to the right and on the far left. Dive down in the middle of the columns to find a container that hold another Herb of Spiritual Life and a Devil's Way Mushroom.



When you reach the container to the left, turn right and continue straight until you come across a rectangular array of columns near the far wall. Dive down to find a container that holds a Life of the Gods item.



Stay underwater and continue swimming straight from the entrance you came in through until you reach the stairs at the far end. If you surface, several Undead Fish attack, so be sure to stay underwater. When you reach the stairs, climb up to the top and open the container to find Yellow Essence.



Move toward the center of the columns and stand on the broken stone pillar. Use the Howling Cannon and Dragon Sword to take out a plethora of Undead Fish. When all of the Undead Fish have been dispatched, a cinematic is triggered, followed by a boss battle against the Water Dragon.

INTRODUCTION

THE WAY OF
THE NINJA

NINJA ITEMS

NINJA WEAPONRY
AND NINJO

NINJA
TRAINING

NINJA
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TEAM
MISSIONS

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NINJA

BOSS BATTLES

SECRETS &
TROPHIES

CRYSTAL SKILL
DATABASE

BOSS BATTLE WATER DRAGON



Close-Range Abilities: Tentacle Stab, Tentacle Strike

Long-Range Abilities: Projectile Attack, Undead Fish

Recommended Weapons: Dragon Sword, Level 2, Howling Cannon

Strategy: The battle against the Water Dragon can be fought one of two ways. An agile Ninja can stay on the platform you start on and use the Howling Cannon to hit the Water Dragon's head and inflict enough damage to take it down in a relatively short period of time. There isn't a lot of room to move around on the platform, but all of the Water Dragon's attacks are fairly easy to evade even on the small platform.

If you get knocked off the platform and are forced to fight in the water, this limits Hayabusa's abilities. From a distance, the Water Dragon sends Undead Fish to attack you and uses a wide-range projectile attack. At close range the Water Dragon uses its tentacles to stab Hayabusa, transitioning next into a throw, or to strike the water to send a projectile-like wave toward Hayabusa.



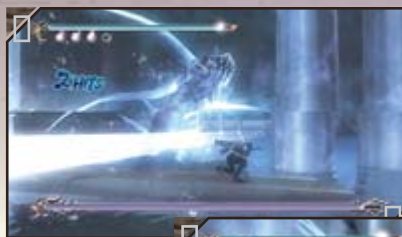
Tentacle Strike

Tentacle Stab

Dive underwater and attack the Water Dragon's underbelly, until



you see its tentacles begin to attack the water around you. At this point, swim back to the surface and run around the Water Dragon in a circle until the Tentacle Stab attack has concluded. When the Water Dragon sends Undead Fish toward you, switch to the Dragon Sword and make quick work of them.



Projectile attack



Undead Fish

Repeat this process until the Water Dragon has been defeated.

CHAPTER SEVEN: THE LYCANTHROPES' CASTLE



Lycanthropes' castle details

Crystal Skulls: 3

Weapons: Eclipse Scythe, Kusari-gama, Tonfa

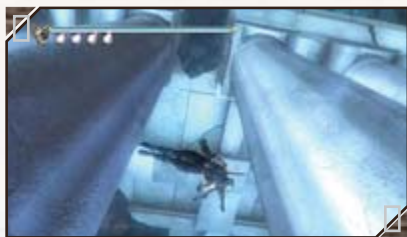
New Enemies: Bone Scorpion, Lesser Fiend

Bosses: Undead Monster, Volf

Maps: 4



To the right of where you began the boss fight is a broken rock between two columns. You will use this to initiate the Flying Bird Technique and reach the top of the columns.



When you reach the top, head to the right and move around the outer edge of the roof across to the other side. There is a hole in the roof to the

left. Drop down into the hole and go back in the direction you came to find a Crystal Skull.



Head back to the top of the roof and over to the far-left side to find a container hidden in another hole in the roof.



TIP

You always see Undead Fish before they attack. As soon as you see Undead Fish, shoot one with the Howling Cannon or Fiend's Bane Bow, then take the rest out with the Piercing Dragon's Fang Dragon Sword combo (●●●●●) as they rush toward Hayabusa.

Open the container to find Yellow Essence, then continue toward the center of the room to find another Muramasa Shop. Watch out for Undead Fish in this area of the roof. Use a combination of the Howling Cannon and Dragon Sword to take them out. You still cannot upgrade any of the weapons you've already upgraded to Level 2, so upgrade the Dragon's Claw and Tiger's Fang and purchase any supplies you may need. To the right of the shop is an opening that leads to a series of columns that you can jump onto reach the next structure.



TIP

You cannot fall off of the columns unless you jump. Run to the edge of the columns until you can no longer move forward, then jump. This ensures you make the jump and do not fall into the water below.

Be cautious of the Undead Fish along the path and head across to the next structure. Head left across the top of the structure to find another series of columns you can use to reach the ledge on the edge of the area. When you reach the ledge, head to the left to find a container at the end of the path that holds an Herb of Spiritual Life.



Head back in the opposite direction and continue along the ledge until you reach a gap in the floor. Use Shadowless Footsteps along the left wall to cross the gap, then defeat the Water Demons that attack. Continue to the far side of the ledge to find another container that holds Red Essence.



Head to the right and across to the next structure and defeat the Undead Fish in your path. Follow the half-circle-shaped structure around to the right, then jump on the far side. Jump on the first two columns, then use the series of columns on the left to reach a container.



Open the container to find a Devil's Way Mushroom, then return and continue

across the columns in the original direction you were heading.



Run straight into the building ahead to find an Earth Statue. Save your progress and continue through the tunnel to the right of the save point. Engage in battle against Bone Scorpions for the first time.

First Appearance: Bone Scorpion

Abilities: Acid Drip

Strategy: Bone Scorpions are relatively weak compared to most of the other enemies in the game. However, they almost always attack in large numbers and can be an annoyance. At a distance, use the Kusari-gama to keep these enemies at bay and prevent them from attacking. At close range, if they get an attack off, they have the ability to briefly stun Hayabusa, preventing him from attacking. If they close in, continue to use the Kusari-gama, or switch to the Falcon's Talons or Vigoorian Flail if you have trouble initiating an attack. When Bone Scorpions attack from above, they use an acid drip that can stun Hayabusa. Use the Kusari-gama to knock them off of the ceiling and prevent them from using the acid drip.



Take out the Bone Scorpions and continue through the open area. At the end of the room is a corpse to the right.

Examine the corpse to find a Jewel of the Demon Seal. Switch to the Vigoorian Flail and continue down the next tunnel and through the door and engage the Bone Scorpions that spawn shortly after you enter the room.

TIP

Achievement Tip: To unlock the achievement Feat of a Hundred Slashes, use Ultimate Guidance to chain together several Ultimate Technique 2 combos with the Vigoorian Flail. Due to the number of Bone Scorpions that attack, each UT2 registers at least a 20- to 30-hit combo. Link three or four of these to achieve a 100-hit combo.

When all of the scorpions have been defeated, a cinematic is triggered, followed by a mid-boss battle.

Mid-Boss Battle: undead monster

Close-Range Abilities: Bone Eater, Spin Attack, Unblockable Throw

Long-Range Abilities: Bone Kick

Recommended Weapons: Dragon Sword, Level 2, Howling Cannon

Strategy: As soon as the boss battle begins, switch back to the Dragon Sword and run to the right or left. When the Undead Monster rears its foot back, use the Wind Run to avoid the Bone Kick. This inflicts damage at close range, and acts like a projectile attack if Hayabusa is at a distance. This is the only attack you have to worry about at a distance, so continue to circle the Undead Monster until you're behind it. At this point run in and use the Undefeatable Demon combo (▲▲▲) on the Undead Monster's back leg. If it begins to spin, quickly jump away to avoid taking damage.



Bone Kick



Throw

Spin attack



Attack the
Undead Monster's
back leg ...



... or use the Azure
Swallow ...



... then fire the
Howling Cannon
when it stumbles.

An alternative attack strategy is to attack from the maximum range of the Azure Swallow combo (While Jumping Forward ⇨+▲▲). This takes longer as the Azure Swallow combo does not inflict as much damage, but it works if you're having trouble getting close to the Undead Monster. Just be careful not to attack as the Undead Monster prepares one of its attacks because you will not be able to block it while performing the Azure Swallow.

Use either offensive strategy until the Undead Monster stumbles back. Use first-person view with the Howling Cannon to fire off several shots at the glowing orb in the Undead Monster's chest. When it stands back up, repeat the process until it is defeated.

Defeat the mid-boss and head to the far side of the room where there's a small opening.



Use the Flying Bird Technique to reach the ledge above, then follow it to the gap where you must use Shadowless Footsteps on

the left wall. Examine the corpse to find the Kusari-gama weapon, then open the container ahead to obtain an Herb of Spiritual Life.



Switch to the Vigoorian Flail and defeat the Bone Scorpions that attack. Continue up the ledge and use Shadowless Footsteps to cross the last gap, then defeat the Bone Scorpions that attack.

Head through the opening and use the Dragon Sword's Flying Swallow or the Vigoorian Flail weapon to clear the Bone Scorpions inside. There is a container on the left side of the room that holds an Herb of Spiritual Life. An Earth Statue is on the room's right side.



Save your progress and continue through the corridor and across a bridge. Use Shadowless Footsteps to cross any gaps in the floor. Continue to the end of the tunnel and use the Flying Bird Technique on the wall ahead of you to reach the top of the dungeon. Move to the right and attack the guillotine to reveal a Crystal Skull.

Attack the
guillotine ...



... to reveal a
Crystal Skull.

Continue forward to trigger a cinematic, then save your progress at the Earth Statue just ahead. Head up the stairs to the right of the Earth Statue to find a blue-light Muramasa Shop on the left when you reach the top.

Upgrade the Kusari-gama, replenish your supplies at the shop, and then head back toward the stairs to find a ladder on the left.

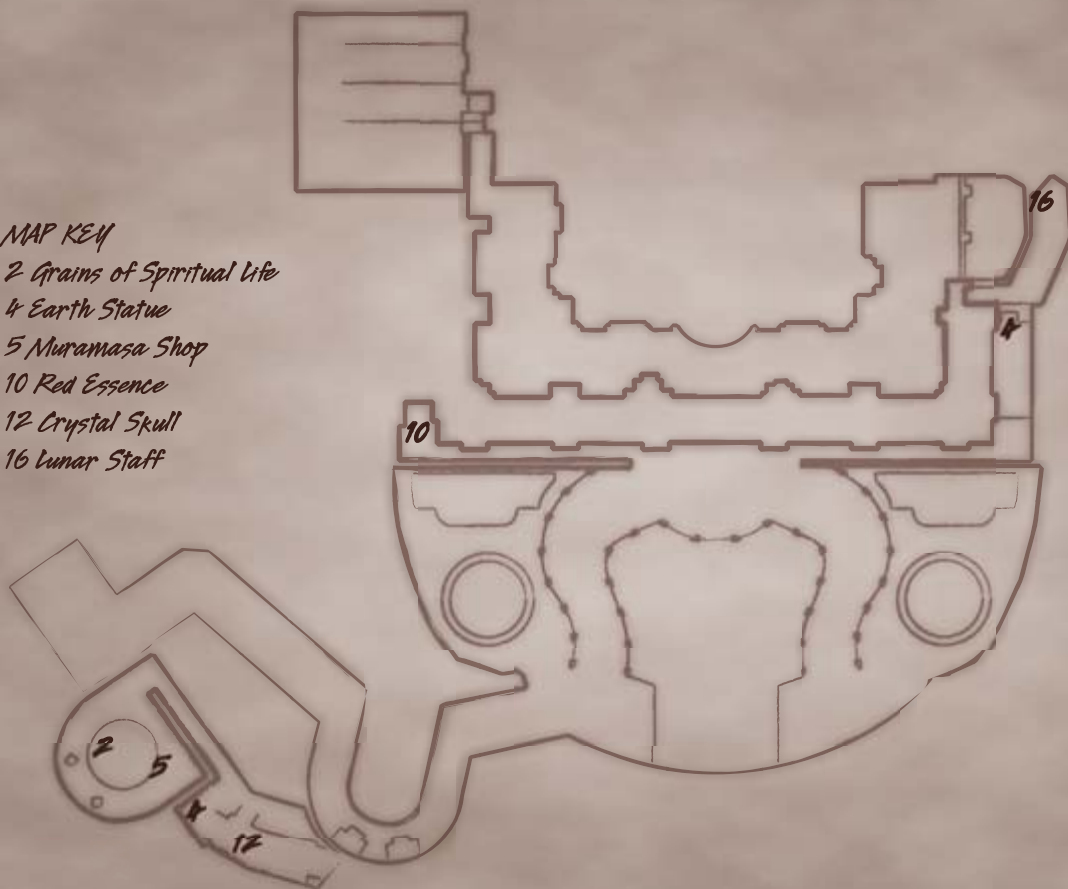
Climb the ladder and head right to find a container that holds a Grains of Spiritual Life item.



Head back down the ladder and continue down the stairs in the direction you came. Go right at the bottom of the stairs, save your progress again if you wish, and then head through the open doorway to the right of the Earth Statue. Defeat the two Lesser Fiends in your first encounter with them and head down the stairs and through the door at the bottom.

MAP KEY

- 2 Grains of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 10 Red Essence
- 12 Crystal Skull
- 16 Lunar Staff



First Appearance: Lesser Fiend



Abilities: Projectile Attack

Strategy: The Lesser Fiend is essentially the demon version of a Melee Ninja. Lesser Fiends are one of the weakest demons and appear often after chapter 7. If left alone for too long they will use a fireball projectile attack. From a distance they can move under-

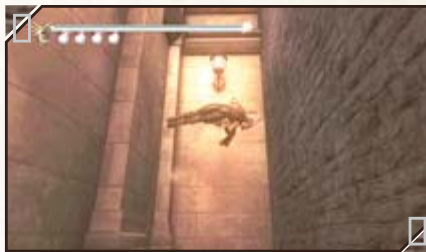
ground similar to a Ninpo Ninja. The Lesser Fiends disappear underground and move toward Hayabusa. Watch their trail on the ground and use the Reverse Wind to move away as soon as they get close. If you do not move, they use a throw as soon as they reappear. The slightly stronger Lesser Demons are a dark purple color and can sometimes require more than one Izuna Drop to finish them off. They can also continue to fight even after their heads have been severed, so do not drop your guard if this happens.

Take out several more Lesser Fiends, then head up the stairs on the right to battle against several Water Fiends as you make your way to the top.

When you reach the top, equip the Fiend's Bane Bow and use the first-person view to take down the Flying Demons that attack alongside the Lesser Fiends. Head to the far right to spawn more Lesser Fiends and Flying Demons. Defeat all of the Fiends and go up the stairs and to the left of the building to find a container that holds Red Essence.



Head around to the opposite side of the building to find an Earth Statue in the far-right corner. Save your progress and climb the ladder to the right of the Earth Statue. Follow the path around until you reach a dead end. Defeat the Lesser Fiends here and use the Flying Bird Technique to scale the wall to the left.

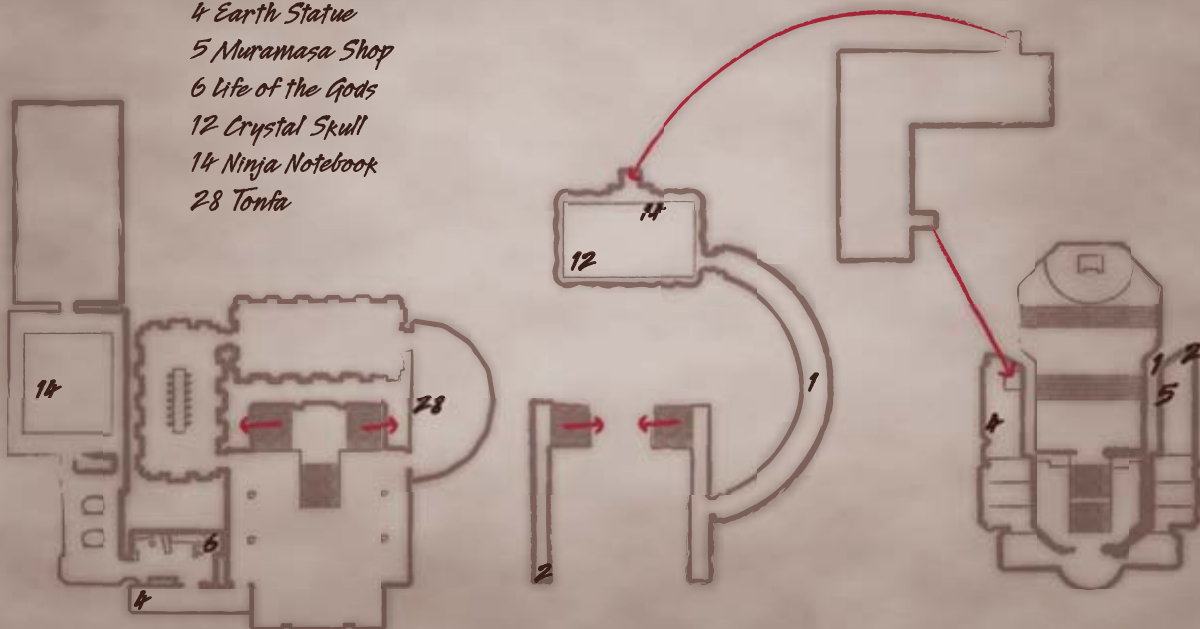


When you reach the top, another Lesser Fiends and two Flying Demons attack. Take out the Lesser Fiend, then use the bow

to make quick work of the Flying Demons. Use the stairs in the corner to reach the area and follow the path around to the left. Defeat the Lesser Fiends that attack and continue down the path. When you reach the end, continue down the far-left ledge to the second flagpole.

MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 6 Life of the Gods
- 12 Crystal Skull
- 14 Ninja Notebook
- 28 Tonfa



If you drop down into the courtyard, use the ladder in the corner to climb back up. Jump on the pole and climb out to the flag. Swing to the pole in front of you and into the window ahead. Defeat the Lesser Fiends and Beastmen in the room and head out the door.



Move straight across the courtyard and examine the corpse in the middle to find Inukoma's Notebook. Continue through the open door directly ahead and defeat the Beastmen inside.

Go through the opening in the far-left corner of the room, take out two more Beastmen and break the barrels in the far-left corner to reveal a hidden container.

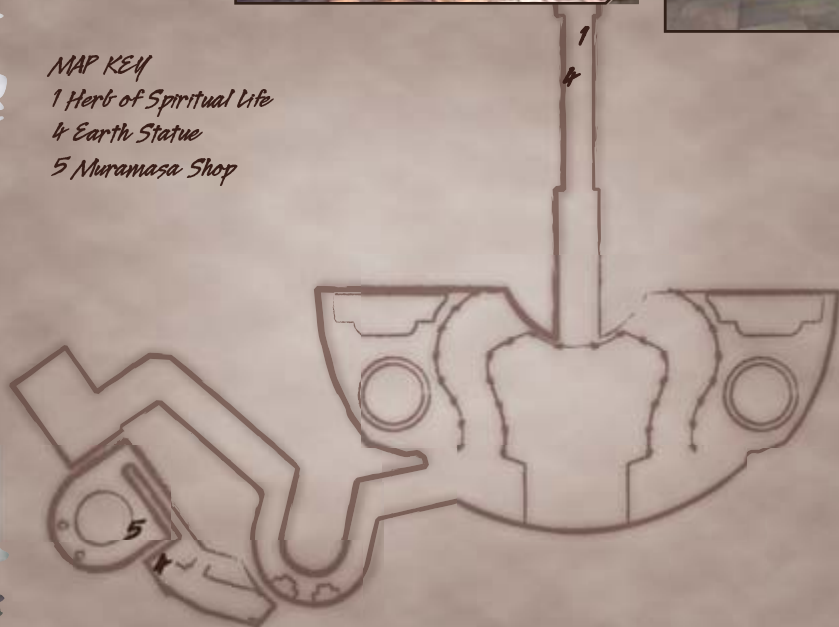
Break the barrels ...



... to reveal a container.



MAP KEY
1 Herb of Spiritual Life
4 Earth Statue
5 Muramasa Shop



Open the container to find a Life of the Gods item and head through the door on the right. Save your progress at the Earth Statue on the right, then head to the other end of the hall and through the door on the left. Defeat the Beastman and move up the stairs and around to the far-left side of the balcony to find a container that holds an Herb of Spiritual Life.



Go back down to the first floor and through the open door to the right of the door you entered. Take down the Lesser Fiends and pass through the open door on the far-right side of the room to find more Lesser Fiends to kill. Take the door at the end of the room and defeat the Water Demons and Lesser Fiends inside the next room. Open the chest that appears to obtain the Tonfa weapon.



Continue through the door at the end of the room to reach the main room you were in earlier. Head up the stairs and to the right and defeat the

Beastmen that appear. Go through the door on the left and continue up the next flight of stairs, saving your progress at the Earth Statue ahead.

Head through the door at the top of the stairs and defeat the Lesser Fiends and Beastmen inside the room. Attack the last bookcase on the room's left side to reveal a Crystal Skull.



Attack the bookcase ...

... to reveal a Crystal Skull.



Examine the corpse on the opposite side of the room to find the third part to the story of the Four Greater Fiends. Continue through the fireplace opening to the left. Use the Flying Bird Technique to scale the wall directly ahead as you enter the fireplace. When you reach the top, several Lesser Fiends attack. Dispatch them and head through the door to find several more Lesser Fiends.

Move to the fireplace on the left, near the end of the room, and use the Flying Bird Technique to scale the wall. Save your progress at the Earth Statue when you reach the top and use the flagpoles just beyond the save point to reach the next balcony. If you fall, use the nearby ladder to reach the top again.

Continue to the left and defeat the Beastmen as you pass the stairs. Keep moving straight, ignoring the stairs for now, to find two more flagpoles. They are out of reach from this side of the balcony. Drop down to the bottom and use the ladder ahead to the right to reach the far side of the balcony where a yellow-light Muramasa Shop awaits.

Stock up on supplies but be cautious with the two containers to the right of the shop. Sometimes if you open one of the containers, Undead Fish appear and attack, and the other container holds an Herb of Spiritual Life. At other times, one container holds a Grains of Spiritual Life item, and the other holds an Herb of Spiritual Life. It's random as to which outcome occurs. However, if you save your progress at the previous Earth Statue, you can reload your game until you get two items instead of one item and Undead Fish.

Sometimes you open one of the containers ...



... and Undead Fish appear and attack.



Head back to the stairs and move toward the door at the top to initiate a cut scene followed by an attack from several Beastman. Defeat the Beastman to reveal a trap door in the middle of the floor.



Head through the trap door and open the container on the left to find an Herb of Spiritual Life.



Move toward the door at the end of the hall and save your progress at the Earth Statue along the way. Go through the door to find yourself back out in the courtyard with the water.

Head straight and to the right, then defeat the Lesser Fiends that attack.

Go down the stairs on the right across the bridge. Continue through the door at the end of the bridge and open the container on the left to find a Grains of Spiritual Life item.



Pass through the door to initiate a cinematic followed by a boss battle against Volf.

BOSS BATTLE

VOLF, THE INVINCIBLE RULER OF STORM



Close-Range Abilities: Scythe Combos, Spin Attack, Unblockable Throw

Long-Range Ability: Charge

Recommended Weapons: Enma's Fang, Level 2

Strategy: To battle head-to-head against Volf, you must remain on the move as much as possible. Volf attacks with multiple Eclipse Scythe combos. If he is spinning, use the Wind Run to get away from fast. It is possible to block his spin attack with at least one Scythe attack, and sometimes two. If he is using any other Scythe combo, the first few attacks can be blocked without taking damage, but the last two to three attacks in each combo inflict damage to Hayabusa whether you are blocking or not.



Charge

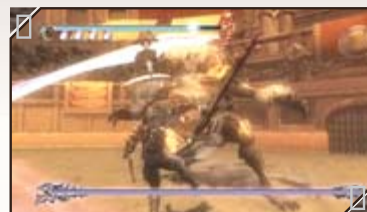
Spin Attack



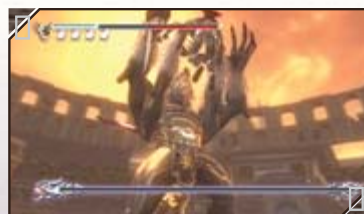
From a distance, Volf roars, then uses his charge. The only way to avoid the charge is to use the Wind Run as Volf approaches. Be cautious as Volf can also use the charge from close range, although he does not do so as frequently.

It's best to attack Volf from close range with any of the strong attack combos from Enma's Fang because the Flying Swallow is difficult to land. Wait for Volf to initiate one of his combos, then use the Reverse or Furious Wind to move just outside of his attack range. At this point, charge up an Ultimate Technique 1 and unleash it as soon as you reach the necessary charge. Alternately, you can block all but the last few hits of Volf's combos, then use the Furious Wind to avoid the last few hits and immediately charge an Ultimate Technique 1 or use any of Enma's Fang's strong attack combos.

Scythe combos



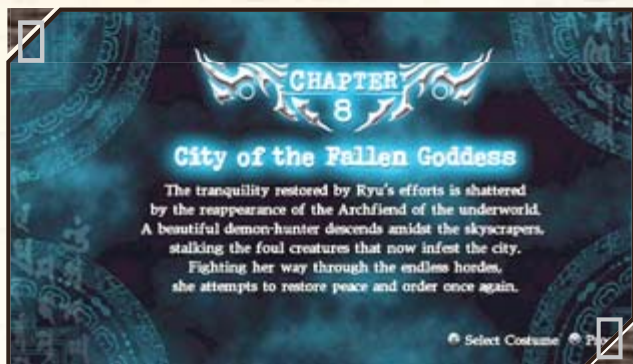
Throw



Any time you are not charging an Ultimate Technique, you must remain on the move. Volf's throw is extremely damaging, as is the charge. If you remain stationary, both of these attacks can hit Hayabusa with ease. After you defeat Volf, a brief cinematic plays and you obtain the Eclipse Scythe.

Once you have the weapon, a horde of Beastmen attack. Stay on the move and only engage the Beastmen if they're close to you. After a short period another cinematic begins and the chapter comes to an end. You do not have to defeat all of the Beastmen to complete the chapter.

CHAPTER EIGHT: CITY OF THE FALLEN GODDESS



city of the Fallen Goddess details

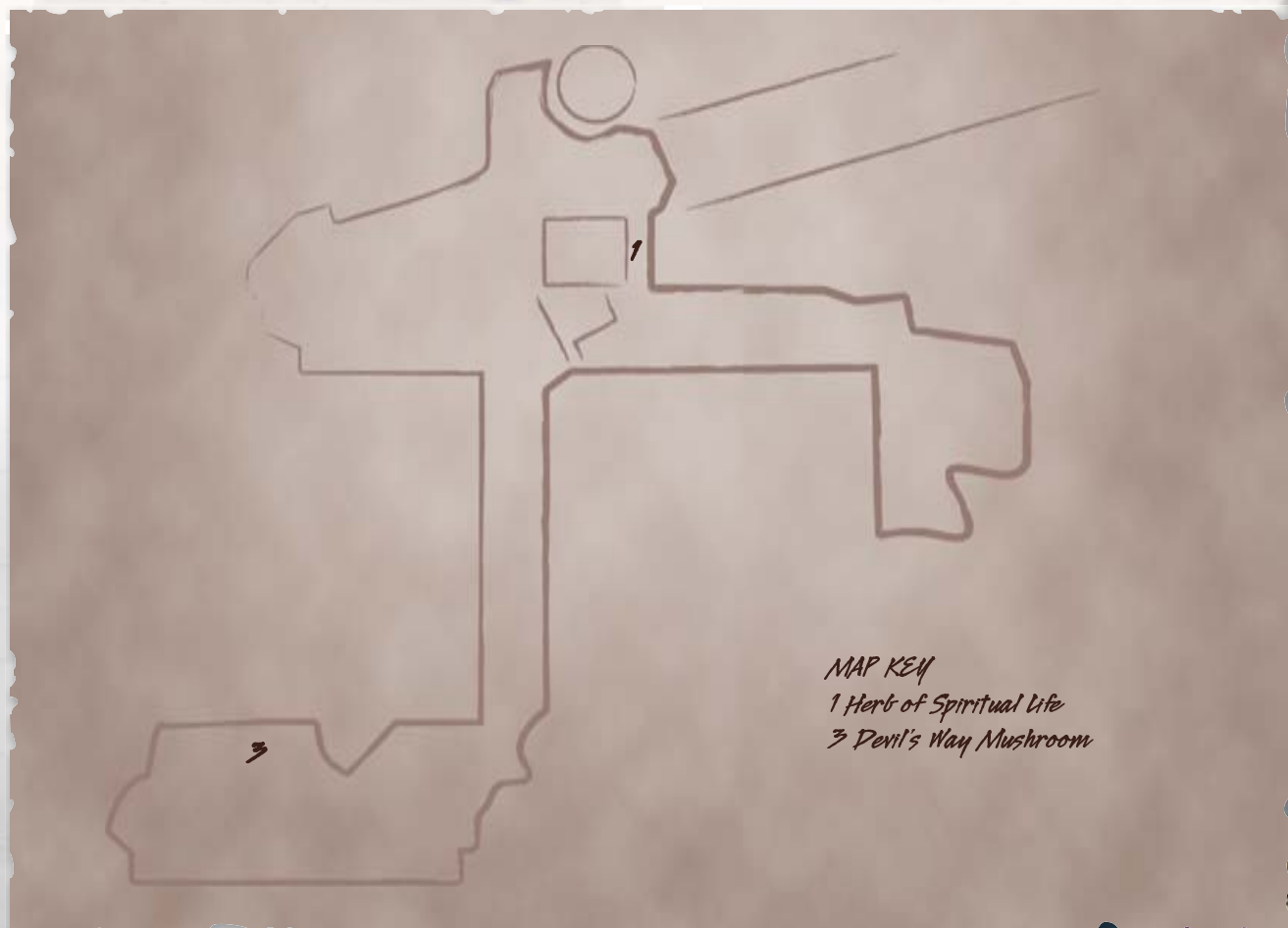
Boss: Greater Fiend

Maps: 2

When the cinematic ends, run straight ahead and take out the Lesser Fiends that attack. Continue forward and turn right when you reach the end of the street. There is a container on the right here. Open it to find an Herb of Spiritual Life. Make a left as you come out of the alley.



Several Demon Spawn and Half-Dragon Demons attack. Defeat them and move left down the next alley. Take out the Lesser Fiends and continue down the alley. Turn right and approach the container on the far-right side. As you get close to it, two Demon Spawn attack from the left. Make quick work of them and open the container to find a Devil's Way Mushroom.



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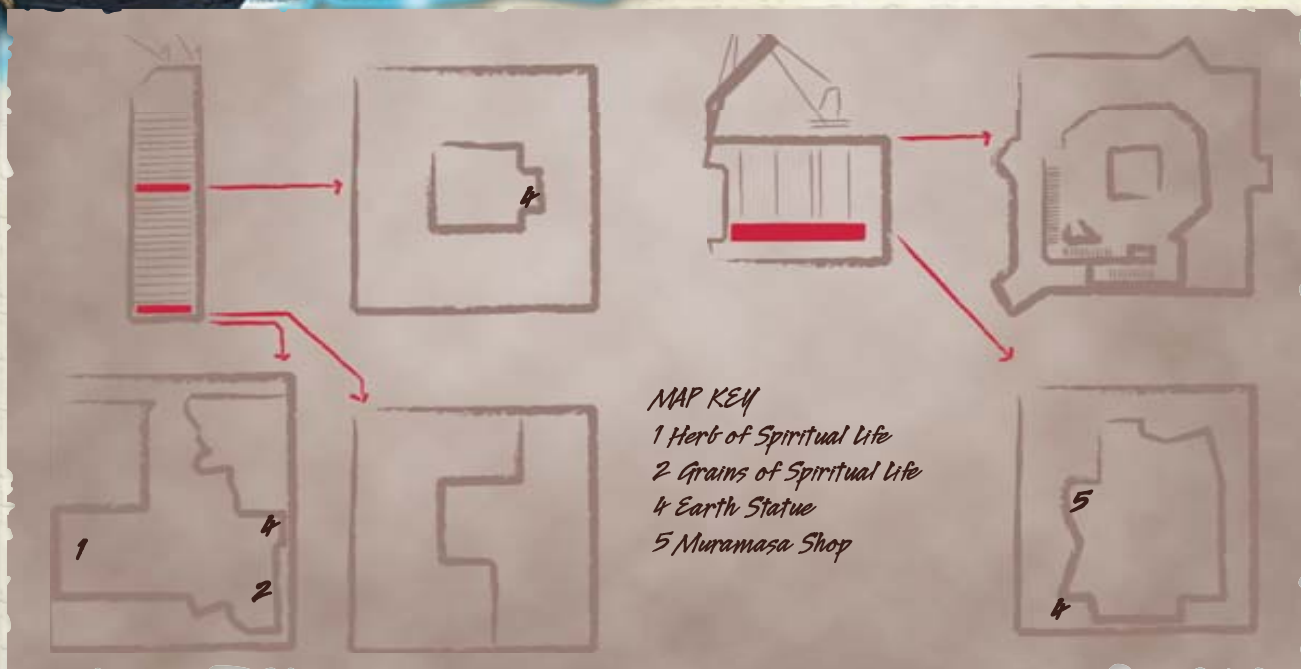
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Head to the opposite side of the small area and into the opening in the wall that the Demon Spawn created. Move to the left once you get in the opening and turn right into the building. Defeat the Lesser Fiends that attack and move to the far-right side of the building to find a container that holds an Herb of Spiritual Life.



Turn around and go to the right of the Earth Statue to find another container in the corner. Open it to find a Grains of Spiritual Life item.



Save your progress at the Earth Statue and continue up the stairs to the right. Take out the Lesser Fiends and move into the center of the area to trigger the elevator. Demon Spawn attack while the elevator is moving up. Defeat them. Then several Lesser Fiends appear, followed by another set of Demon Spawn.

When the elevator comes to a stop, another horde of Lesser Fiends attacks. Defeat them, save your progress at the Earth Statue, and get back on the elevator. Demon Spawn attack, followed by a group of Lesser Fiends. Afterward, a cinematic plays. When it ends, several Half-Dragon Demons attack. Clear them out and circle around the building until you come to a yellow-light Muramasa Shop.



Replenish your supplies, turn around, and save your progress at the Earth Statue ahead. Climb the stairs to the left taking out the Lesser Fiends on your way to the top. When you reach a gap in the floor, use Shadowless Footsteps along the wall to the right to cross. At the top, travel to the center of the roof to initiate a cinematic followed by a boss battle against Greater Fiend.

BOSS BATTLE MARBUS



Close-Range Ability: Unblockable Throw

Long-Range Abilities: Projectile Attack, Spiral Flight, Aerial Charge

Recommended Weapon: Inferno Hammer

Strategy: This early battle against Marbus is not difficult, save for the Lesser Fiends that fight alongside him. Take them out as quickly as possible while avoiding Marbus's many attacks. After the Lesser Fiends have been dispatched, stay close to Marbus while he's in the air. Use the Reverse Wind to avoid his multi-fireball projectile attack, Spiral Flight, and Aerial Charge.



Unblockable throw



Spiral Flight

While he's stationary in the air, you can hit him with any of Rachel's jumping attacks. After the Spiral Flight, he remains on the ground for a short time. Use this opportunity to attack with a combo of your choice until he retreats to the air again. The lower his health gauge, the less time he spends on the ground after the Spiral Flight attack and the more you'll have to hit him in the air.



Projectile attack



Aerial Charge

At close range, Marbus may use an unblockable throw, but this is rare and it will not hit you if you continue to move whenever you're not attacking him. When the Lesser Fiends reappear, defeat them and continue your strategy to quickly take down Marbus.

CHAPTER NINE: THE FLYING FORTESS DAEDALUS



Flying Fortress Daedalus Details

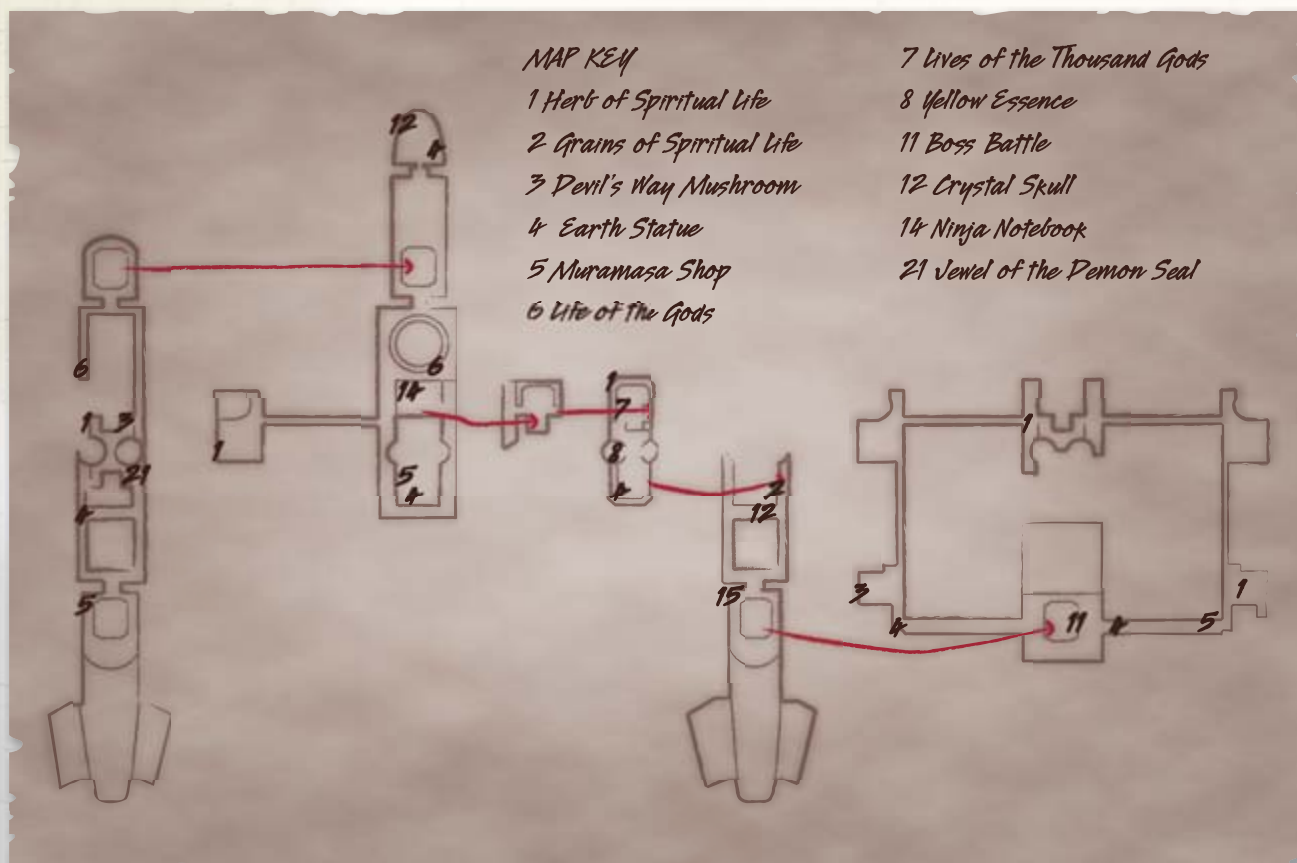
Crystal Skulls: 2

New Enemies: Light Artillery Ninja, Tactical Ninja, Executor, Mecha Soldier

Bosses: Genshin, Flaming Armadillo

Maps: 1

When you arrive at the top of the fortress, immediately run for cover behind the two blast shields ahead. Use the first-person view of the Fiend's Bane Bow to take out each gun turret with a single arrow. There are two gun turrets above the hanger doors ahead and two on each wing of the plane. Each turret appears a second time after being destroyed. The blast shields do not last long under fire so take them down



as quickly as possible. If the blast shields are destroyed, use the aerial auto-aim method to avoid taking hits, while still attacking the turrets.

Destroy all of the batteries and then go toward the hangar door to initiate a cinematic. At the conclusion of the cinematic, several Executors attack from the hangar.

First Appearance: Executor



Abilities: Explosive Death, Flight, Projectile Attack

Strategy: Executors are similar to Tactical Fiends in many ways. When left alone, they fire a stream of bullets at Hayabusa. Against multiple Executors, this stream is nearly endless. In addition,

they have the ability to fly for short periods of time. When they are airborne, use the Flying Swallow to take them out. This technique is also useful against multiple Executors to keep Hayabusa on the move and avoid their attacks. Weapons combos that knock weaker enemies into the air do not work on these stronger Fiends, however, using weaker combos followed by the Reverse Wind to quickly move away from the Fiends works well. When an Executor has been defeated, the explosion that follows injures Hayabusa if he is too close. Defeat them and quickly move away to avoid the explosion.

Use the Flying Swallow to avoid the gun shots from these enemies and be cautious once they have been defeated, as they explode and can cause damage to Hayabusa. If you are caught near one of the Executors when it is about to explode, keep your guard up to prevent Hayabusa from taking damage.

Take out the Executors and head into the hangar. There is a blue-light Muramasa Shop at the end of the hangar on the left. Replenish your supplies, upgrade the Eclipse Scythe, and move through the door on the right. Go right and around the next corner once you are through the door. Several Tactical Ninja attack in the hallway.

First Appearance: Tactical Ninja

Abilities: Kamikaze, Projectile Attack

Strategy: Treat Tactical Ninja like you would Projectile Ninja. When left alone, they shoot their guns at Hayabusa, stunning him on impact. Use the Reverse Wind or simply jump to avoid their attacks. The Reverse Wind is also useful to quickly close



in on them, while potentially inflicting damage to multiple enemies at a time. Stay on the move against large numbers of Tactical Ninja to prevent being stunned by their fire. Be cautious around injured Tactical Ninja, as they have the same kamikaze technique as the Melee and Projectile Ninja.

Take the enemies out and proceed to the end of the hall to find a container that holds a Jewel of the Demon Seal.



Then, head back the way you came and turn right at the first opportunity. When you reach the next hall, several more Tactical Ninja

attack. Eliminate them and proceed to the end of the hall to find a save point.

Turn around and go into the door on the left. Open the container in the far-left corner of the room to find an Herb of Spiritual Life. Open the container in the far-right corner of the room to obtain a Devil's Way Mushroom, then head through the door on the right.



Head into the hallway and to the left to face more Tactical Ninja. Take them out and continue moving down the hall, all the way around the area, passing the door,

until you reach a dead end with a container. Several Executors attack as soon as you pass the door. Take them out, but make sure you do not enter the room they came out of. Open the container at the end of the hallway to obtain a Life of the Gods item. Then go back to the door you passed and defeat any remaining Executors.



When all the Executors have been defeated, stand on the lift to activate it and move Hayabusa down to the next floor. A Mecha

Soldier Fiend attacks when you reach the bottom of the lift.

First Appearance: Mecha Soldier



Abilities: Flight, Projectile Attack

Strategy: Mecha Soldiers are up-graded Executors. They can fly for a short period of time and are difficult to stun. However, their explosions do not inflict damage to Hayabusa. Use the Eclipse Scythe or the Dragon Sword's Flying Swallow to make quick work of them.

Switch to Enma's Fang and take the Soldier out, then defeat a second Mecha Solider Fiend that attacks and head to the door at the far end of the room. Dispatch the Tactical Ninja and save your progress at the Earth Statue. There is a control console just beyond the Earth Statue. Destroy the console and make sure to destroy the far-left side to reveal a Crystal Skull.



Grab the Skull and go back out the door to engage two Mecha Soldier Fiends and several Tactical Ninja. Use Enma's Fang to take them down quickly and then continue through the door at the far end of the room. Beat several more Tactical Ninja and move around to the left side of the room to find a container. Open the container to find another Life of the Gods item.



Head to the right and go through the door in the corner of the room. Dispatch the Tactical Ninja that attack and pass through the

door on the right side of the room, just before the laser security system. Go up the stairs and make quick work of the next batch of Tactical Ninja. Go through the door at the end of the hall and take out more Tactical Ninja. On the left side of the room there is a container in the corner that holds an Herb of Spiritual Life.



In the right corner of the room is a machine that controls the power source for the ship. Destroy the two consoles on either side of the room and go back through the door you came in.

Defeat the Light Artillery Ninja in the hallway and continue through the door at the end. Head right, to the door at the end of the next hallway. When you reach the next room, do not enter the door on the left yet. Instead, go around the corner and take out the Tactical and Light Artillery Ninja that attack.

First Appearance: Light Artillery Ninja

Abilities: Kamikaze, Projectile Attack

Strategy: Light Artillery Ninja are almost identical to Tactical Ninja, except that they use a single-shot rocket launcher instead of a standard gun. The rockets can knock Hayabusa out of the air and inflict on him a good deal of damage. These Ninja should be eliminated as quickly as possible; they take priority over most enemies.

Head back to the door you passed before. Save your progress and access the yellow-light Muramasa Shop inside, then continue back around the two corners and through the door at the end of the hall on the left.

As you enter the room, several Tactical Ninja attack. Take them out, then examine the corpse in the far-right corner to obtain Yogenta's Notebook.



Head through the door on the room's left side to enter the elevator. Several Tactical Ninja attack when the elevator door opens. Take them down and

destroy the control panels on the far side of the room. Turn around and climb the ladder to the left of the door. Open the two containers in the room above to find a Lives of the Thousand Gods item and an Herb of Spiritual Life.



Cautiously approach the door to the left of the second container. As soon as the door opens, the Tactical and Light Artillery Ninja in the next room shoot at Hayabusa. Dodge out of the way, then use Wind Run to pass through the door unharmed.

PATH OF THE NINJA

Defeat the enemies and save your progress at the Earth Statue in the corner. Enter the small door to the right of the save point to find a container that holds Yellow Essence.



Go down through the opening in the floor near the Earth Statue. Head to the left to find a container near the door. Open it

to find a Grains of Spiritual Life item, then continue through the door.



Head to the right and examine the rubble on the right to find a Crystal Skull.



Go down to the end of the hall, around the corner, and through the door on the left to reach the hangar where you originally started. Defeat the Executors outside, and access the Muramasa Shop if you need supplies. Once you are fully stocked, move onto the lift to descend to the floor below.

Cautiously open the door with the green light. As soon as the door opens, the turrets on the other side begin to shoot. Head for cover behind the wall, then move to the opposite side of the room and use the Fiend's Bane Bow to take out the turrets from across the room, where it's safer.

Continue through the door and down the ladder to the other side of the wing. Climb up the ladder there and go through the door to find a save point. Save your progress and continue through the door to the right. Once inside, examine the corpse in the corner on the left to find a Devil's Way Mushroom item.



Head to the other end of the hall and dispatch the Tactical and Light Artillery Ninja that attack. A countdown begins, but this does not affect Hayabusa. Continue through the door at the end of the hall to battle another group of Tactical and Light Artillery Ninja.

You are now back in the room with the device that controls the reactor. Head through the door on the right to trigger a cinematic. When the cinematic is over, pass through the door ahead of you and take down the Tactical and Light Artillery Ninja inside. Open the container near the door you came through to find an Herb of Spiritual Life item, then go through the door on the other side of the room.

Approach the door on the right to trigger another short cinematic, then continue through the door ahead of you. Head down to the end of the hall and through the next door. Take care of the Tactical and Light Artillery Ninja inside and go through the door at the far end of the room. Go around to the very end of the hall to find a container near the door that holds an Herb of Spiritual Life.



Head through the door to the right. Replenish your supplies and upgrade the Lunar Staff or Tonfa at the blue-light Muramasa Shop within, then continue through the door on the right. As soon as you open the door the turrets on the opposite side will turn toward Hayabusa and begin to shoot. Quickly use the first-person view of the Fiend's Bane Bow to take down all three before they start shooting.

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TIP

Hold **[L2]** to enter first-person mode, quickly shoot an arrow, then depress **[L2]** and hold it again to shoot the next arrow. This method of shooting the Fiend's Bane Bow allows Hayabusa to quickly auto-target each turret.

Climb up the ladder on the far side, save your progress at the Earth Statue, and continue through the door to initiate another cinematic followed by a boss battle with Genshin.

BOSS BATTLE GENSHIN

Close-Range Abilities:

Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities:

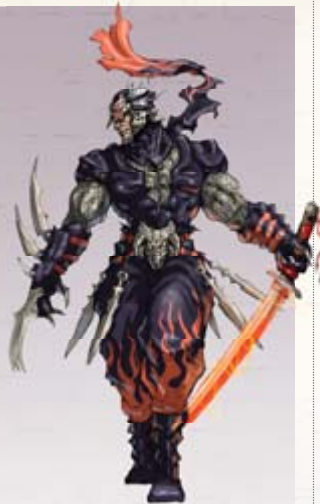
Ultimate Technique, Anti-Air Technique, Projectile Attack

Recommended Weapon:

Dragon Sword, Level 2

Strategy:

The second battle against Genshin is very similar to the first. This is once again a battle between two skilled Ninja. Genshin uses an Ultimate Technique and a ninpo similar to the Art of the Piercing Void from a distance or from close range, although both attacks are more frequent when he is at a distance. If he uses either ability, immediately use the Reverse Wind to move away from him. From a distance, he also throws multiple flaming shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate Technique and prevent him from using his projectile attack.



Combos



Ultimate Technique



At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting them completely. Use the Dragon Sword and move in circles around Genshin with the Reverse Wind Technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counter-attack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Projectile Attack



Ninpo



Do not use the Flying Swallow or

any other aerial attacks because Genshin can counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on that. After you defeat the first boss, a cinematic plays, then a second boss battle begins.

BOSS BATTLE FLAMING ARMADILLO



Close-Range Ability:

Kick

Long-Range Abilities:

Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon:

Dragon Sword, Level 2

Strategy: As soon as the battle begins, run toward the Flaming Armadillo with a slight angle to the right. If you delay, it may use its Flame Breath attack. It starts from the left and moves its head around to the right in a complete half-circle.

CHAPTER TEN: SUBMIT OR DIE!

If you are not quick enough, there's no way to avoid the attack. However, by moving immediately, you have enough time to avoid the attack, and if the Flaming Armadillo uses the Flame Breath attack, you can move around behind it to attack.



Kick

The battle against the Flaming Armadillo is very similar to the battle against the Giant Brute Fiend. Do not be afraid of its large size and stay at close range. The goal is to use the Flying Swallow or any Strong Attack combo to hit its back legs or tail. When it is low on health and lowers its head, use an Obliteration Technique to seal the deal.



Armadillo Roll

If you find yourself at a distance, stay to the side of the Flaming Armadillo. If you remain directly in front of it, the boss uses the Flame Breath attack. When you attempt to attack its feet, watch for the kick attack. It can be blocked, but it is difficult to see it coming if you're just spamming attacks. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.



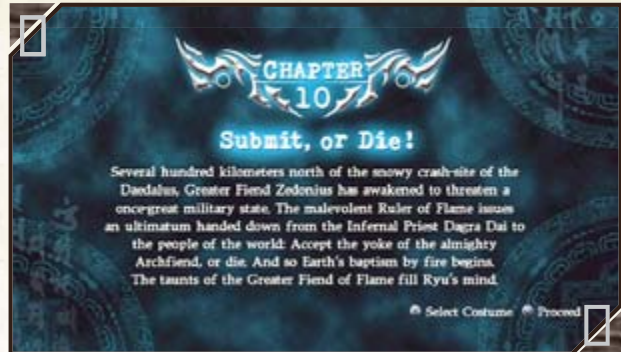
Meteor Attack

When the Flaming Armadillo reaches 50 percent health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently and often simultaneously. The Meteor Attack gives you an opportunity to move in and attack its legs. Avoid attacking the boss's tail at this point because you're much more susceptible to the Meteor Attack at that distance. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.



Flame Breath

Once the Flaming Armadillo has been defeated, either by means of an Obliteration Technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.



submit, or Die! details

Crystal Skulls: 3

New Enemies: Heavy Artillery Ninja

Bosses: Giant Brute Fiend, Zedonius

Maps: 2

Head to the blue-light Muramasa Shop directly ahead. You can finally upgrade a weapon to Level 3. Upgrade the Dragon Sword and pick up any lacking supplies, then head down the street to engage several Tactical and Light Artillery Ninja. You can use a projectile weapon to destroy the red barrels behind the blockades, which takes out the Light Artillery Ninja relatively quickly, but the projectile weapons do not auto-aim at the red barrels, which makes them harder and time-consuming to hit.

After the first batch of enemies has been taken care of, continue down the street and around the corner. Heavy Artillery and Tactical Ninja are up ahead.

First Appearance: Heavy Artillery Ninja

Abilities: Kamikaze, Projectile Attack

Strategy: An upgrade from the Tactical Ninja, these Heavy Artillery Ninja shoot rockets similar to the Light Artillery Ninja, except that they shoot several rockets simultaneously. This makes them more dangerous than the Light Artillery Ninja and they should be approached with extreme caution. When these Ninja are encountered, there is almost always some sort of cover available. Use this cover to avoid their attacks and hit them with arrows between attacks, or use Shadowless Footsteps on a nearby wall and then hit them with a Flying Swallow when you get close.

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MAP KEY

- 1 Herb of Spiritual Life
- 3 Devil's Way Mushroom
- 4 Earth Statue
- 5 Muramasa Shop
- 6 Life of the Gods
- 7 Lives of the Thousand Gods
- 12 Crystal Skull
- *First Floor
- *Second Floor

Take out the Heavy Artillery Ninja first, then the Tactical Ninja, and then continue moving down the street slowly until you can see the other Heavy Artillery Ninja that waits at the street's end.

Use the Fiend's Bane Bow to hit the Heavy Artillery Ninja. With this enemy down, you can now safely proceed down the street to engage two Mecha Soldier Fiends. Head around the corner and open the container in the right corner to find an Herb of Spiritual Life



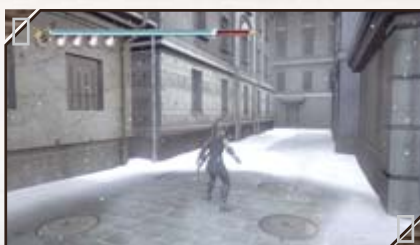
Continue ahead and engage several more Tactical and Heavy Artillery Ninja. Focus on the Heavy Artillery Ninja first, then take care of the others. When you reach the end of the street, take out the remaining Ninja to open the gate to the right. Head into the corridor to find an Earth Statue. Save your progress, switch to the Vigorian Flail or Kusari-gama and continue down the corridor. When you get to the open area, you'll see a container in the corner to the left, but you must first dispatch the Ninja Dogs that attack from the right. Take out the Ninja Dogs, open the container to obtain an Herb of Spiritual Life, then go through the small opening on the left, near the other side of the area.



Be careful as you go through the opening because two Heavy Artillery Ninja attack from an overpass above. Ignore the other enemies until you're directly under the platform where the rocket launchers can't reach you. Defeat all remaining enemies while staying under the overpass, then run into the open store to the left of the fountain and up the stairs to reach the upper balcony. Immediately run toward the two Artillery Ninja. All of their shots miss, as long as you continue to run toward them.

When you reach the overpass, quickly take out the two Heavy Artillery Ninja with the Dragon Sword. Return to the store and go down the stairs to the yellow-light Muramasa Shop. Replenish any supplies you may need and leave the store. Turn to the left, then go through the opening at the end of the area.

To the left is a series of land mines. They can be destroyed by any of your projectile attacks but this is unnecessary. There are footsteps in the snow ahead.



Carefully follow the footsteps to avoid detonating any of the land mines. When you reach the end of the snow, Light Artillery Ninja

attack from the right. Use the Fiend's Bane Bow to defeat the Ninja in the windows above. Once all of the enemies have been killed, carefully move over the first blockade and follow the footsteps to avoid the mines. Just before the final blockade is a corpse that holds a Devil's Way Mushroom.



When you reach the final blockade, before you must turn the corner, equip Enma's Fang and the Fiend's Bane Bow. As soon as you jump over the blockade, two gun turrets at the end of the street to the right open fire and a Mecha Soldier Fiend attacks. Jump back behind the final blockade and wait for the Mecha Soldier Fiend to follow you. Take out the Fiend, being careful to avoid the mines in the snow. Then wait for a second Mecha Solider Fiend to attack. Eliminate it and jump over the blockade with your guard up.

As soon as the turrets cease firing, destroy them with a first-person view arrow shot. With both turrets down, look to the left to find a Crystal Skull in the snow.



Be careful, as there are mines hidden in the snow. Use a projectile weapon to clear the mines around the Skull, then jump over and grab it. Jump back and follow the footsteps in the snow that head toward the turrets. Make your way to the far side of the area. Run up the side of the turret platform to the right and examine the corpse in the corner to obtain a Devil's Way Mushroom.



Run up the side of the right turret platform ...

... to find a corpse holding a Devil's Way Mushroom.



Grab the item and go through the gate. Save your progress at the Earth Statue just ahead. Go through the door to the right of the save point and open the container at the end to find a Lives of the Thousand Gods item.

As soon as you open the container, a horde of Tactical Ninja attacks.

Take them out and proceed through the small door to the left of the door you came through. Continue up the stairs and when you reach what seems to be the top of the stairs, use Unrivaled Soaring to reach the next set of steps. Do this multiple times until you reach the opening at the very top of the stairs.

Once you're through the opening, move ahead and to the left of the bell to find a circular bar. Use the bar to move around to the opening on the left.



NOTE

When you grab the circular bar, the viewpoint changes so you will be moving to the right.

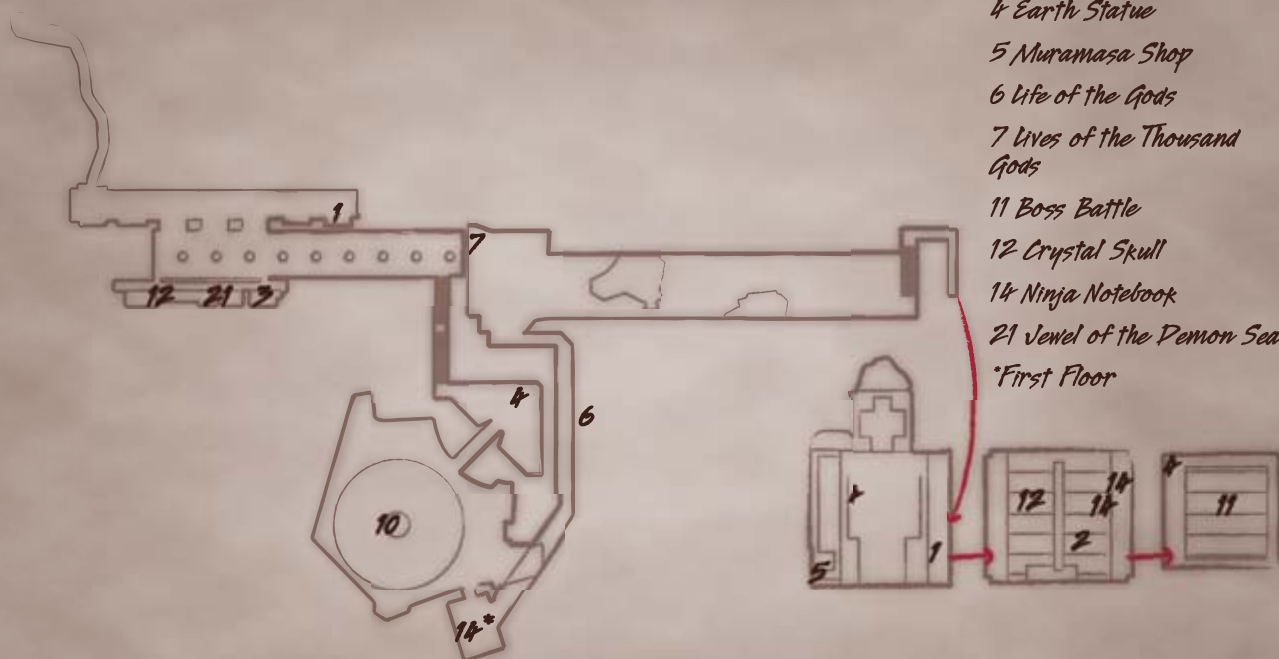
There is a container on the left that holds a Life of the Gods item. Get the item and jump back on the bar. Take it around to the opening directly ahead. Defeat the Heavy Artillery Ninja that attacks, and go through the door on the right. Ignore the window directly ahead that leads out onto the balcony because there is nothing to gain there. Proceed down the stairs and grab the Crystal Skull next to the candle on the way down.



Head through the opening at the bottom and toward the door in the center of the room. As you approach, several Undead Fish appear and attack. Take them out, then continue through the door to gain access to the basement tunnel. In the basement, go through the opening on the right.

MAP KEY

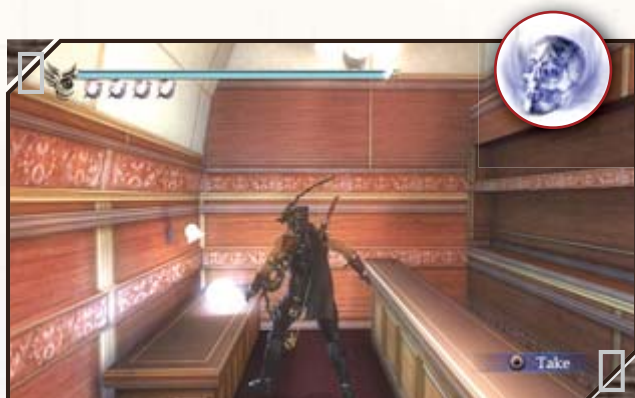
- 1 Herb of Spiritual Life
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- 21 Jewel of the Demon Seal
- *First Floor



Continue forward and take down the Undead Fish as you progress. When you reach the opening at the end of the tunnel, head straight to the end of the hallway to find a container on the right. Open the container to obtain an Herb of Spiritual Life.



Turn around and move into the open area on the left. Move toward the door of the train ahead and defeat the Tactical and Heavy Artillery Ninja that attack. Head through the train door at the end and to the left into the first cabin on the right. On the right of the cabin is a Crystal Skull.



Move into the adjacent cabin and search the corpse on the bed to find a Jewel of the Demon Seal. Head back into the hallway and to the right, to the last cabin on the right, and find a container that holds a Grains of Spiritual Life item.



Go out of the train and to the right, down the hall. Go up the stairs at the end of the hall on the right, then through the door.

Save your progress at the Earth Statue ahead, then continue up the stairs in the middle of the room. Run straight ahead into the opening to battle against the Giant Brute Fiend from Chapter 4.

Mid-BOSS Battle: Giant Brute Fiend



Close-Range Abilities: Earthquake Slam, Wind Breath

Long-Range Ability: None

Recommended Weapon: Dragon Sword, Level 3

Strategy: The Giant Brute has not changed since you last fought it as the mid-boss of chapter four. It still attacks by swinging its arms, slamming them to the ground (Earthquake Slam), and blasting Hayabusa with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the brute, so you must stay close it while avoiding its attacks.



Earthquake Slam

Attack the leg that is furthest back with any Strong Attack combo (▲▲▲), but keep on the

move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath Technique, which inflicts a significant amount of damage. This time around, it uses the Wind Breath much faster and more frequently, so be cautious when you're anywhere near the front of the Fiend.



Wind Breath



Throw



Focus on its
back leg.

Repeat these strategies until it reaches approximately 20 percent health and drops its head to the ground. Seize the moment to quickly run up to its head and use an Obliteration Technique to finish it off.

After a brief cinematic, pass through the opening in the side of the damaged building, then go down the hole in the corner of the room. Examine the book when you reach the bottom to obtain the Rule of the King of Darkness.

Continue down the corridor and take down the Undead Fish that attack. Move down the corridor to the second open cell and examine the corpse to obtain a Life of the Gods item.



Be careful when you round the next corner because several Undead Fish attack as soon as you're within sight. Proceed down to the end of the corridor, to the cell at the end on the right. Jump down into the water and immediately head directly across the ledge on the opposite side. Several Heavy Artillery Ninja attack from the far side of the corridor. Stay safely on the ledge until the closest Heavy Artillery Ninja stops shooting, then jump out and use an aerial bow attack to briefly stop the Heavy Artillery Ninja from attacking. Quickly run across the water and take down the Ninja, then use the Fiend's Bane Bow to take out the next Ninja down the corridor. Repeat the process with the third one.

Once all of the Ninja have been defeated, open the container on the far side of the ledge you started on, by the gate. Inside is a Lives of the Thousand Gods item.



Move in the opposite direction, down the waterway. Head up the stairs and down the corridor to the right. Use the Flying Bird Technique

at the end of the corridor to reach the top of the area. Continue through the hole in the wall and open the container on the left to obtain an Herb of Spiritual Life.



Go down the stairs at the opposite end and save your progress at the Earth Statue on the bottom floor. Continue up the stairs behind the save point and through the opening at the top. Go around the corner and defeat the Tactical Ninja that attack and continue around through the opening on the left to reach a yellow-light Muramasa Shop.

KARMA TIP

If you jump down to the Earth Statue, several Tactical Ninja attack. This is an optional battle, but fighting them will help to maximize your karma score in Chapter Challenge mode.

Restock your supplies and go up the ladder to the right to reach the next floor. Continue to the right and jump on the gear at the end of the path on the right.



Jump on the next gear adjacent to the gear you're currently standing on. From here, jump on the gear slightly above and to your right.

When you land on the third gear, Tactical Ninja attack you. Make quick work of them and then jump on the vertically rotating gear adjacent to your current gear. From here, jump to the horizontal bars ahead and up to the next gear. Move over to the adjacent gear, then onto the next vertically rotating gear.

Be very cautious here because the next vertically rotating gear is moving in the opposite direction. Anything that drops between the two gears will be crushed, taking heavy damage, including enemies. If you fall between the gears, quickly jump away to limit the amount of damage you'll suffer.

Jump up to the horizontal bar directly ahead and follow the bars to the next horizontal gear. Move to the next gear on the left and over to the vertical gear. Several Tactical Ninja attack here. Jump back to the horizontal gear and fight them there to avoid falling between the gears.

Defeat them and go back up to the vertical gear. Use the Flying Swallow to jump from one vertical gear to the next to ensure you do not fall between the crushing gears. When you reach the next horizontal gear, jump to the left to reach the horizontal bars in the middle of the next gear. Swing over to the horizontal gear just ahead and pick up the Crystal Skull resting there.



Jump up to the platform on the left. Continue moving to the left and examine the corpse ahead to find Izo's Notebook, then examine the notebook just beyond the corpse to obtain it. This is Koshimaru's Notebook (1).



Jump on the vertical gear at the end on the left, and then jump up to the next horizontal gear. Continue moving over to the rotating horizontal

bar and grab onto it. Swing over to the next vertical gear, then use the Dragon Sword's Flying Swallow to reach the horizontal gear on the right. Open the container on the horizontal gear to find a Grains of Spiritual Life item.



Jump over to the next horizontal gear, and then from one horizontal gear to the next, until you reach another vertical gear. The next two gears are vertical. This is similar to the first two sets of vertical gears, so be careful not to fall between them. Jump on the first vertical gear, then use the Dragon Sword's Flying Swallow to reach the Earth Statue ahead.

NOTE

Save your progress and head up the ramp to the left. Run into the middle of the platform at the top to trigger a cinematic, which is followed by a boss battle against Zedonius.

BOSS BATTLE ZEDONIUS, RULER OF THE FLAME



Close-Range

Abilities: Flame Spire, Unblockable Throw, Parry, Counterattack

Long-Range

Abilities: Projectile Attack

Recommended

Weapon: Dragon Sword, Level 3; Enma's Fang, Level 2

Strategy: Stay close to Zedonius

to avoid his many long-range attacks. If you stay at a distance, he uses a multi-fireball projectile attack and a Flame Spire similar to the Flame Column that Ninpo Ninja use. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run Technique to avoid his long-range attacks.

Projectile Attack



At close range use the Reverse Wind and Furious Wind to move in circles around Zedonius. You can initiate an attack before Zedonius attacks, but he can parry or counterattack. Wait for him to use an attack combo, but be very careful to avoid the last few attacks. Sometimes he uses a three-hit combo; other times it will be four or five hits. If it's a three-hit combo, the last two hits are always delayed, and each additional hit comes with a very slight delay. Upon dodging the last attack in his combo series, Zedonius is vulnerable to a counterattack. This is your best opportunity to attack him.

Flame Spire



Shortly after the fight begins, Zedonius summons several Water Demons to assist him. He summons them repeatedly if you defeat them, but they do not constantly respawn. Use Enma's Fang on Zedonius, and the Dragon Sword on the Water Demons. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, switch to the Dragon Sword and take them out, but do not venture far from Zedonius, as he will take his advantage and use his long-range attacks while you are occupied. Always use the Izuna Drop on the Water Demons because it can damage Zedonius if it's performed close enough, and the speed of the Dragon Sword Izuna Drop is usually fast enough to avoid potential attacks from Zedonius while you're focused on the Water Demons.

CHAPTER ELEVEN: NIGHT IN THE CITY OF WATER



night in the city of water details

Boss: Obaba

Maps: I

As soon as the opening cinematic is over, several Melee Ninja attack. Defeat them and turn to the left, traveling up the stairs and over the bridge. Take out the Melee Ninja and Beastmen that attack and then take a right down the first alley to find a container that holds a Grains of Spiritual Life item at the end of the area. However, be warned that as soon as you open the container, several Beastmen attack.



Go back down the alley and turn right down the next street. When you reach the next intersection, go left and circle around to find a container that holds a Devil's Way Mushroom.



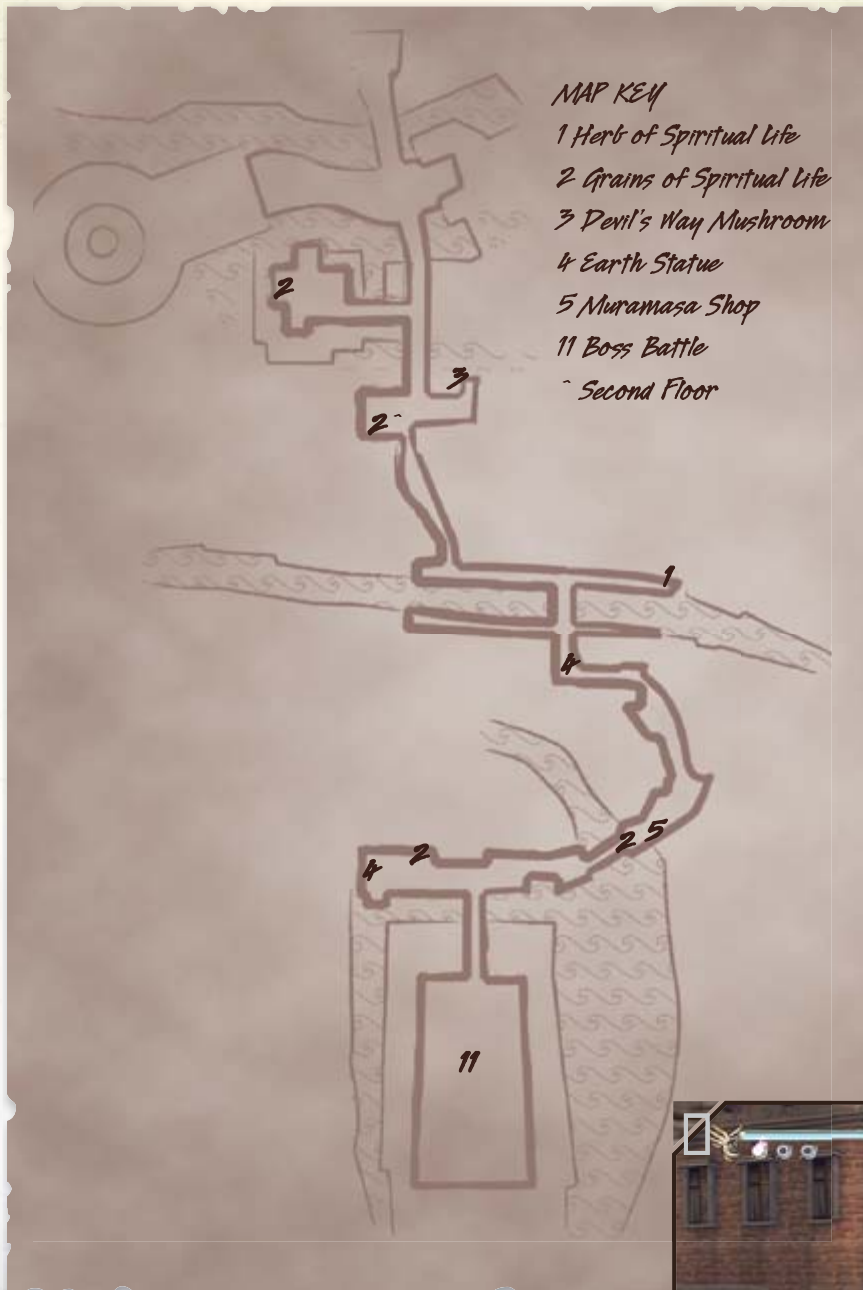
Continue to the left and down to the opposite end of the street to the small opening in the far-left corner. Use the Flying Bird Technique to scale the wall and reach the balcony above. Examine the corpse to find another Grains of Spiritual Life item.



Jump back down to the ground and pass through the pen gate and down the narrow street. A platoon of Melee and Projectile Ninja await at the end of the street. Wipe them out and head to the very end of the street to find a container that holds an Herb of Spiritual Life.



Go back the way you came and go left across the bridge to the Earth Statue. Save your progress and continue to the left, climbing up the stairs and into the market. Another platoon



of Melee, Projectile and Ninpo Ninja attack. Defeat them and break the baskets around the market to earn Yellow Essence.

Replenish your supplies at the yellow-light Muramasa Shop in the corner, then head through the gate to the right. Examine the corpse just outside the gate to find a Grains of Spiritual Life item.



Continue over the bridge to battle two Half-Dragon Demons. Defeat them and zip down to the end of the street and open the container on the right just before the stairs leading up to the Earth Statue. There you'll find a Devil's Way Mushroom.



Save your progress, turn around and take out the Half-Dragon Demons that appear. Head down the bridge to the right. Move into the open area and beat the Melee and Ninpo and Projectile Ninja that await. Defeat them all to trigger a cinematic, which is immediately followed by a boss battle against Obaba.

BOSS BATTLE OBABA



Close-Range Abilities: Melee Combo, Globe Flip, Tornado Spin

Long-Range Abilities: Projectile Attack, Unblockable Throw, Long-Range Stomp

Recommended Weapon: Fuma Kodachi

Strategy: It is imperative to stay close to Obaba and to either side or behind her. She has only two close-range attacks other than her basic melee combo. The first is a Tornado Spin, which has a lengthy starting animation, which gives you plenty of time to jump away out of reach. Her other close-range attack is the Globe Flip, which also has a long starting animation. When you see the Witch do a handstand, quickly move away from her with either a jump or a Reverse Wind.



Globe Flip

Tornado Spin



From a distance, and virtually any time you're in front of the Witch, she uses three different attacks. The most dangerous is her unblockable throw. She extends an arm to reach quite a distance in front of her, and if Ayane is caught, she takes a decent amount of damage. The only ways to avoid this are to either be very far away from the Witch, or do not stay directly in front of her.

Projectile Attack

The Witch's projectile attack consists of her summoning several bats above her head, then throwing them at Ayane. It looks very similar to the Art of the Piercing Void ninpo, but the long windup animation before she throws the bats gives you plenty of time to use a continuous Reverse Wind to avoid them. Obaba always throws at least three bats, so be prepared to dodge all of them.



Throw



Stomp

When the Witch jumps into the air, she uses the stomp attack at least two times in a row. The first rarely follows Ayane, but the second has much better accuracy. Stay on the move, using jumps and the Reverse Wind to avoid both attacks.



Stay behind or to the side of the Witch ...

... and use Ayane's Violet Fireblade combo.



The easiest way to defeat Obaba is to stay as close to her as possible and try to get behind her at all times. If you can't get behind her, at least keep to either side. Once you're in position, use Ayane's Violet Fireblade combo (■■■■■■■■) repeatedly until the Witch starts to attack. If she uses her melee combo, perform the Reverse Wind to avoid it and continue your attack. If she starts any of her other attacks, take the proper steps to evade them and get back into position to use the Violet Fireblade combo. With continuous use of the combo, the Witch goes down very quickly.

CHAPTER TWELVE: HEART OF DARKNESS

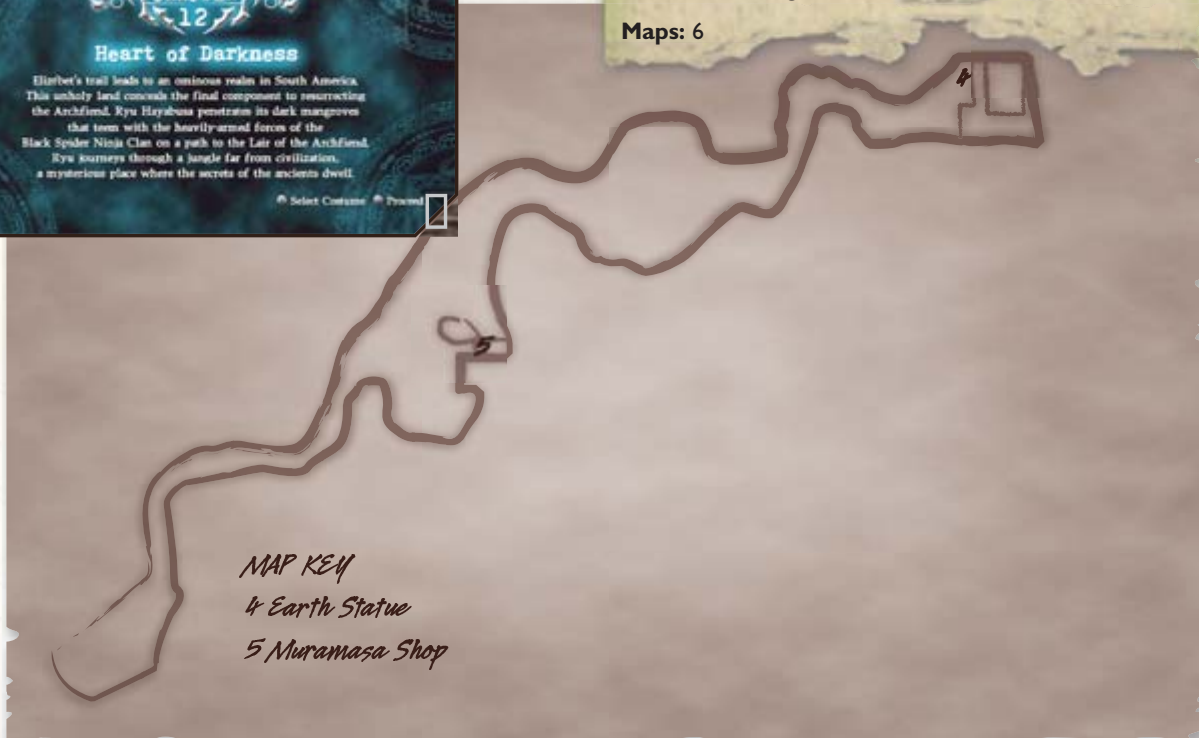
Heart of Darkness details

Crystal Skulls: 4

New Enemies: Spiny Fiends, Chainsaw Bazooka
Zombie, Blood Eels, Death Worms

Boss: Flame Dragon

Maps: 6



MAP KEY
4 Earth Statue
5 Muramasa Shop



MAP KEY
1 Herb of Spiritual Life
3 Devil's Way Mushroom
4 Earth Statue
6 Life of the Gods
9 Blue Essence
10 Red Essence
12 Crystal Skull

Switch to the Kusari-gama or Vigoorian Flail and proceed down the jungle path to engage a group of Spiny Fiends.

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First Appearance: spiny Fiend

Abilities: None

Strategy: Spiny Fiends are very similar to Bone Scorpions. They do not have any long-range attacks other than a lunging throw that can be blocked from a moderate distance. Use the Kusari-gama from a distance then switch to the Falcon's Talons or Vigorian Flail at close range if you have trouble initiating an attack with the Kusari-gama.

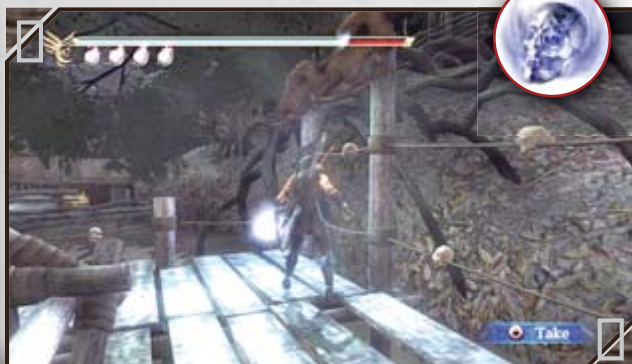
Do not progress forward until all of the enemies in the immediate area have been killed. At the end of the path is a river with two Light Artillery Ninja on the far bank. Take them out with the Fiend's Bane Bow and access the blue-light Mura-masa Shop across the river.

Replenish any supplies you may be lacking and upgrade Enma's Fang to Level 3. Continue to the left to the dock where the Light Artillery Ninja were positioned. As soon as you get to the dock, a Light Artillery Ninja and a Heavy Artillery Ninja attack from the next dock down. Take them out with the Fiend's Bane Bow and continue forward.

Run across the water until you reach the next wood building with two Light Artillery Ninja. Do not stop on the water or you may be hit with a missile. Take out the enemies and save your progress at the Earth Statue. Continue through the small structure here.

As soon as you move forward to the lower level of the structure several Light and Heavy Artillery Ninja attack from the far bank. Use the Reverse Wind to move left and right along the platform. Take one or two shots with the Fiend's Bane Bow in first-person view after every move. This movement allows you to avoid the missiles from the far bank, while taking out each enemy one by one.

When all of the enemies have been put down, go over to the far-right structure. A Crystal Skull can be found in the back-left corner.



To the left of the Crystal Skull is a container that holds an Herb of Spiritual Life.



Head to the next building over and open the container in the structure on the right to find Blue Essence.



Move to the right and up the stairs to find another container that holds a Life of the Gods item. Go back down the stairs and into the structure on the right to find yet another container that hides Red Essence inside.



Continue to the right and up the stairs to find a corpse on the right that holds an Herb of Spiritual Life.



Move around to the left and into the interior of the structure to find a container that holds another Herb of Spiritual Life.



Head out of the interior of the structure and to the left to the next wooden structure. Circle around to the far-right side and down the ramp into the open area.

Follow the path around to find a container that holds a Devil's Way Mushroom.



Follow the stone path to the right until you're directly across from the large stone face.

Move straight ahead and dive underwater to find a passageway leading behind the stone face. Climb up and continue to the left to find a container that holds an Herb of Spiritual Life. As soon as you reach the container, a Heavy Artillery Ninja attacks from the far side. Use the Reverse Wind to avoid the first barrage of missiles and take the enemy out with the Fiend's Bane Bow.



PATH OF THE NINJA

MAP KEY

- 1 Herb of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 12 Crystal Skull



Just ahead is a series of horizontal branches. Cross the water via the branches above, then switch to the Vigorian Flail or Kusari-gama.

Continue moving down the path and take out the Spiny Fiends that attack. When you see a rope running to the left, equip the Fiend's Bane Bow and proceed around the corner. Take out Light Artillery Ninja that attack from across the water. Cross the water via the rope and stop a short distance from the end. Face in the direction of the large green tree and swing to the horizontal branch directly ahead.



Continue on to the next branch and over to the small open area ahead. There is a Crystal Skull here, along with a yellow-light Muramasa Shop.



Pick up the Skull and purchase anything you may need from the shop. Jump down into the water and move to the left to return to the starting point of this area. Head back to the rope and cross the water to the land on the opposite side, then go down the path. Take down all of the Tactical Ninja that attack and move to the left just before the Earth Statue. If the save point is not yet illuminated, there are still Tactical Ninja close by.

A container is hidden under the brush to the right in the small open area ahead.



Open it to find an Herb of Spiritual Life item, then head back to the Earth Statue and save your progress. Equip the Kusari-gama or Vigorian Flail and go past the save point into the next open area. A horde of Spiny Fiends attacks from all around you. Take out the first few Fiends with any Strong Attack combo, then quickly back up to a safe distance and use Ultimate Guidance to chain a series of Ultimate Techniques with either weapon to quickly and easily dispatch them. Pay close attention to the proximity of the enemies after each Ultimate Technique to ensure that you avoid their long-range grab. If an enemy is too close to absorb Essence and use another Ultimate Technique before they attack, use the Reverse Wind to dash away, then continue with Ultimate Guidance.

ACHIEVEMENT TIP

This is a perfect opportunity to acquire the Feat of a Hundred Slashes trophy if you have not already done so. Proper chaining of the Ultimate Guidance Technique results in well over a 100-hit combo.

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MAP KEY

4 Earth Statue

12 Crystal Skull



Drop down into the tunnel behind where there used to be a boulder and save your progress at the Earth Statue to the left. Head down the path and into the next open area. Move into the water and engage the Death Worms and Chainsaw Bazooka Zombies that attack.

First Appearance: chainsaw bazooka zombie



Ability: Cannonball

Strategy: The Chainsaw Bazooka Zombie has a chainsaw for one hand and a canon for the other. At a distance, they shoot a cannonball that breaks Hayabusa's guard, leaving him temporarily open to attack. When this attack is not blocked, it interrupts almost anything Hayabusa is doing at the time and knocks him to the ground. At close range, these

enemies are not much of a threat outside of their standard throw. However, since they are some of the slowest enemies in the game, the throw is telegraphed and can easily be avoided. When you see a Chainsaw Bazooka Zombie raise a foot, quickly use the Reverse Wind to move out of the way and avoid the throw that follows. Against a large group of Chainsaw Bazooka Zombies, use the Flying

Swallow with the Dragon Sword, or virtually any of the attacks from Enma's Fang or the Eclipse Scythe to dwindle their numbers. When fighting large groups, do not stay on the ground too long to avoid their cannonball shots.

First Appearance: Death worms



Ability: Projectile Attack

Strategy: The Death Worm sprouts from underground, generally in small ponds. It cannot move once it has sprouted, but if Hayabusa is outside of their attack range, they will burrow underground again and sprout closer to him. When they first appear, they can only with moderate range and use a throw. However, later in the game, they gain the ability to use an acid spit projectile attack that inflicts significant damage. They almost always appear with other enemies. During their first appearance, take out the other enemies first, then address the Death Worms. However, when they gain the ability to use a projectile attack, dispatch them quickly or defeat the accompanying enemies under cover so you're not being attacked by the Death Worms. Use Enma's Fang or the Eclipse Scythe to kill them quickly, but the Dragon Sword also works if the other two weapons are only Level 1.

Switch to Enma's Fang and focus on the Zombies first. Use the first few attacks of the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) until the Zombies lose a limb, then stop the combo and perform an Obliteration Technique to dispatch the enemies quickly. Defeat them and look around the pond to find a Crystal Skull.



Grab the Skull and continue through the opening on the far side. Head through the jungle path, taking out Zombies along the way, until you

reach the next pond. Switch to the Howling Cannon and take out the single Zombie across the pond. Once he's down, allow the Howling Cannon to auto-target the Blood Eel in the water.

First Appearance: Blood Eel

Abilities: None

Strategy: The Blood Eel does not have any special abilities and can only attack with a throw at close range. Use the Howling Cannon from a distance to make quick work of any Blood Eel you come across. If one does catch you in a throw, it inflicts moderate damage and launches Hayabusa across the area. Fight Blood Eels with your back to a wall to avoid getting caught from behind.



Shoot them all and dive into the water. Head to the right to find a container at the bottom of the pond. Open it to find a Grains of Spiritual Life item.



Turn around and head across the water to the right of the skull monument. Examine the corpse here to find a Devil's Way Mushroom.



Open the container inside the skull monument to the left to obtain a Jewel of the Demon Seal.

Head to the collapsed stone bridge and over to the Earth Statue. Save your progress and continue to the right to find a yellow-light Mura-masa Shop. Restock your items and approach the large stone glyph to the left.



A horde of Chainsaw Bazooka Zombies and Spiny Fiends spawns. Use the Vigorian Flail and use Ultimate Guidance to take out the Spiny Fiends, then switch to Enma's Fang to dispatch the Zombies.

Continue past where the glyph used to be and then proceed left before you drop into the water. Run around to the end of the path to find a container with Yellow Essence.

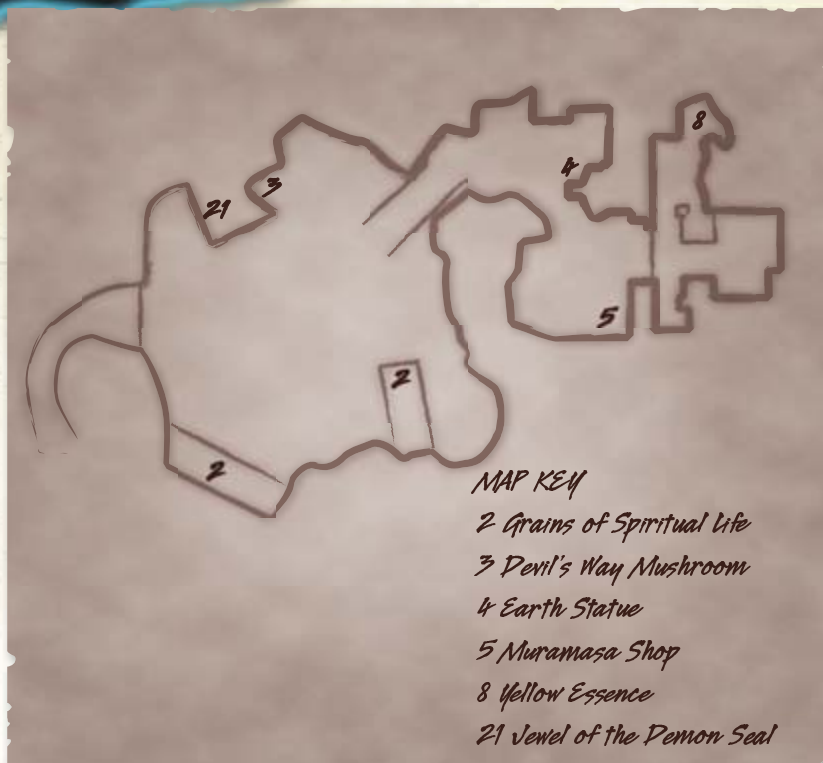
Jump into the water, dive down, and swim into the underwater passage on the left. When you reach the end of the passage, surface and follow the path to trigger a short cinematic.



When the cinematic concludes, follow the path until several Chainsaw Bazooka Zombies and Spiny Fiends appear. Take them out and dive into the water on the right to find a Crystal Skull next to a corpse.



Grab the Skull and continue down the path until you reach an open area. Move forward to spawn more Chainsaw Bazooka Zombies and Death Worms. Dispatch them to trigger a cinematic followed by a boss battle against the Flame Dragon.



BOSS BATTLE FLAME DRAGON



Close-Range Abilities: Flame Eruption, Flame Spire, Tail Swipe

Long-Range Abilities: Flame Breath, Flame Path

Recommended Weapon: Enma's Fang, Level 3

Strategy: The battle against the Flame Dragon is very much like the battle against the Flaming Armadillo. The two bosses have similar attacks. Both share the Flame Breath, which is almost identical; the Flame Dragon's version moves from the right side of the screen to the left instead of the other direction.

CHAPTER THIRTEEN: THE TEMPLE OF SACRIFICE



temple of sacrifice details

Crystal Skulls: 2

Bosses: Quetzalcoatl, Elizébet

Maps: 3

Visit the blue-light Muramasa Shop on the left, upgrade the Kusari-gama, and replenish your supplies. Then continue down the path and take out the numerous Water Demons and Chainsaw Bazooka Zombies that attack. When you reach a crevice in the ground, use Shadowless Footsteps on the left wall to cross. If you fall, use the Flying Bird Technique to reach the top again. Shortly after the crevice, more Water Demons attack. Defeat them and continue down the path a little farther. On the right is a small outlet with a container. Open the container to find an Herb of Spiritual Life and then continue down the path.



When you come to another crevice. Before you cross, jump down to the bottom to find two containers. One holds a Life of the Gods item while the other holds another Herb of Spiritual Life.



Flame Eruption

Flame Breath

When the Flame Dragon stands on its hind legs, use a continuous Reverse Wind to avoid the coming Flame Spire, as it erupts from Hayabusa last position. If the Dragon rises into the air, use another continuous Reverse Wind to avoid the Flame Path as he flies to the other side of the stage. At close range, if the Dragon begins to spin, jump away or use a quick Reverse Wind to avoid its Tail Swipe attack.



Flame Spire

Flame Path

When the battle begins, run toward the left side of the Dragon to avoid its Flame Breath. Stay around its hind legs and use the Shattering Crucible combo (■■■■■) until it uses the Flame Spire or Tail Swipe attacks. Dodge the attacks and continue your offensive. When the Flame Dragon's health reaches 50 percent, it drops to the ground. Perform an Obliteration Technique to cut off its tail and prevent it from using the Tail Swipe again.



Tail Swipe

erupts and you can no longer get close to either side of it or else you'll take damage from the fire. Stay behind it and continue to attack its hind legs until it drops to the ground again. When this happens, perform one last Obliteration Technique to finish it off for good.

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NINJA ITEMS

NINJA WEAPONRY
AND NINJO

NINJA
TRAINING

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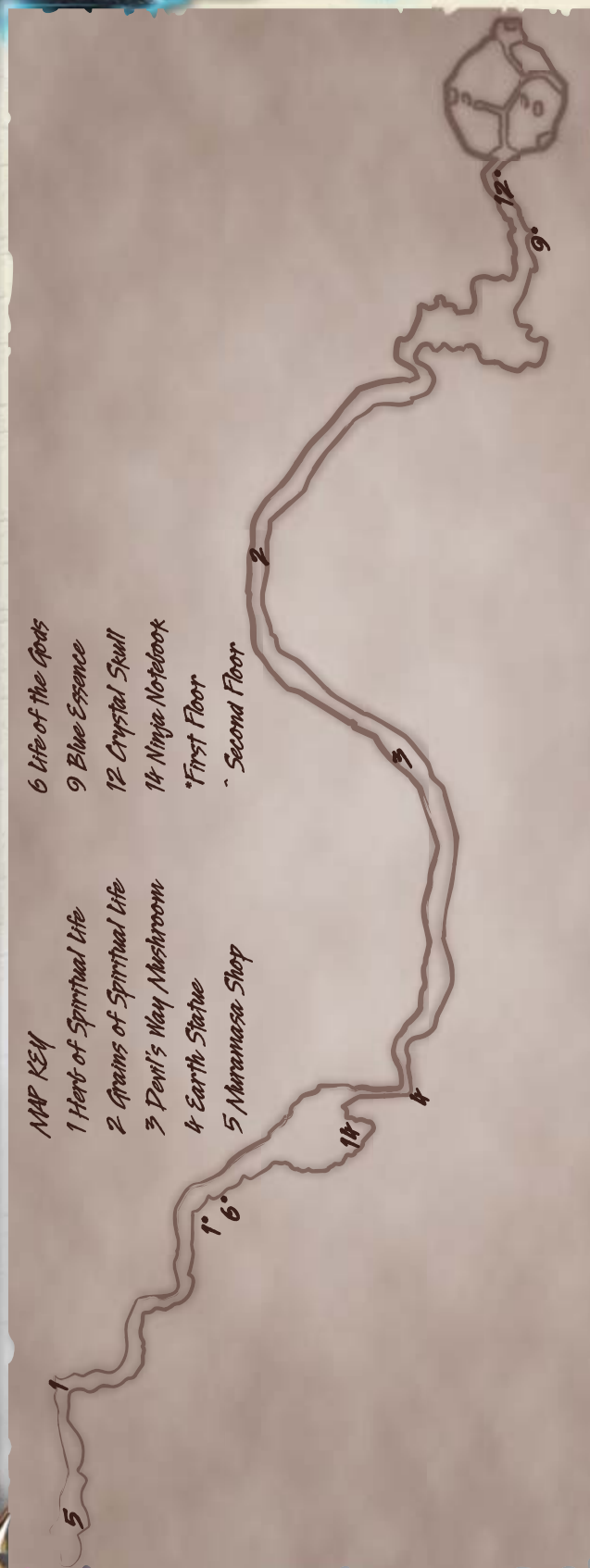
TEAM
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SECRETS &
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CRYSTAL SKULL
DATABASE



Head up the hill opposite the containers to take you back to the higher route. Use Unrivalled Soaring on the left wall to cross the crevice to the other side. You must start the Unrivalled Soaring Technique high on the wall to make it all the way across. Get as close to the edge as possible before making the initial jump and wait as long as possible before the second jump.

Proceed into the open area to battle against several Water Demons and Zombies. Defeat them and examine the corpse on the far side to find Denji's Notebook.



Pass through the small opening in the corner and travel down the next path to find an Earth Statue. Save your progress and continue

down the path. Multiple groups of Lesser Fiends attack as you make your way down the path. After the second group of Lesser Fiends, a Shadow Ninja Rasetsu appears at the end of the path, heading toward you. Charge an Ultimate Technique 2 with Enma's Fang as you see it approach to get the jump on the enemy when it's within attack range.

Roughly halfway down the path is a corpse on the left that holds a Devil's Way Mushroom.



Examine the corpse and continue down the path to engage another group of Lesser Fiends. A bit farther down is another corpse on the right. This one holds a Grains of Spiritual Life item.



At the end of the path is a cave. Save your progress at the Earth Statue near the entrance, switch to the Kusari-gama, and travel through the cave. When you reach the pool of green liquid, several Spiny Fiends and Death Worms attack. Move back into the cave, out of the Worms' attack range, and dispatch the Spiny Fiends. A barrier behind you does not leave much room to back up. However, use the Immense Tragedy combo (▲▲▲▲▲) to take out the Spiny Fiends from a distance so you can remain out of the Worm's attack range, while still attacking the Spiny Fiends. There are two groups of Spiny Fiends. Wait until all of the Spiny Fiends have been destroyed before you move into the pool and engage the Death Worm.

While Hayabusa stands in the pool, he takes a small amount of damage. Switch to Enma's Fang to destroy the Death Worm quickly. When the first Death Worm has been killed, a second one appears. Take out this one, then jump across the pool to the far side and continue on your way.

Use the Flying Bird Technique to reach the path above and continue through the cave.

ACHIEVEMENT TIP

When you reach the crevice, there are Spiny Fiends below and a container that holds Blue Essence. You do not have to engage the Spiny Fiends unless you miss the Invisible Path Technique and fall. However, in Chapter Challenge Mode you can maximize your karma score by taking out the Spiny Fiends. Walk up to the edge and use the Fiend's Bane Bow to take them down from a safe distance.



Jump down and open the container to find Blue Essence.



When you reach the crevice, start on the left wall and use the Invisible Path Technique to cross to the other side. When you reach the other side, turn around to find a Crystal Skull on the platform above.



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Use Shadowless Footsteps on the left wall to reach the Skull, then continue in the direction you were heading to reach another acid pool with Spiny Fiends and Death Worms. Use the same tactic as before, with the only difference being that this time three Death Worms attack one by one instead of only two. Defeat the enemies and continue around the right side of the pool to avoid as much acid damage as possible. At the end of the path is an open container that is empty. Drop down through the trap door in front of the container and save your progress at the Earth Statue ahead.

Continue forward to initiate a brief cinematic. Once this concludes, use the Fiend's Bane Bow to take care of the Flying Demons that attack. Run toward the Half-Dragon Demons to make them land, then take them out with Enma's Fang.

Head to the end of the path and down the stairs. At the bottom of the stairs, make a sharp right turn and open the container at the base of the stairs to find an Herb of Spiritual Life item.



Head over to the opposite side of the stairs to find a Crystal Skull.



Continue in the direction you were originally heading and take care of the Lesser Fiends that attack just ahead. There is a large switch on the ground here.



Switch to the Dragon Sword and use the Helmet Splitter (while Jumping ▲) to press the switch and lower a cage to the left. Examine the corpse

inside the cage to obtain a Jewel of the Demon Seal.

Follow the path to the right until you reach a point where you must jump down to the path below. Jump down and take out the Lesser Fiends and Half-Dragon Demons that attack as you continue on your way. When you get to the next opening, take out the Lesser Fiends, then use the Fiend's Bane Bow and dispatch the Flying Demons.



Restock your supplies at the yellow-light Muramasa Shop just before the bridge. A group of Demon Spawn attacks as you cross the bridge. Two Lesser Fiends attack just before the Earth Statue at the bridge's end. Make quick work of them and save your progress. Continue to the left of the Earth Statue and dispatch the Lesser Fiends that attack. Head to the end of the path to find another large switch. Press the switch to lower a cage to the left. Examine the corpse in the cage to obtain a Grains of Spiritual Life item.



Continue into the tunnel ruins on the left and drop down and continue through the opening at the end. Dispatch the Lesser Fiends that attack here and continue onward. Open the container straight ahead to find an Herb of Spiritual Life.

Mid-BOSS Battle: Quetzalcoatl



Close-Range Ability: Fire Beam

Long-Range Ability: Fireball

Recommended Weapon: Fiend's Bane Bow

Strategy: From a distance Quetzalcoatl attacks with three consecutive fireballs, similar to the fireballs the Flying Demons use. At close range, Quetzalcoatl uses the fireballs, as well as the Fire Beam projectile attack. Quetzalcoatl pulls its head back and shoots a red beam that's immediately followed by a trail of fire. Use the Reverse Wind or jump out of the way to avoid it.



Fire Beam

Equip the
Fiend's Bane
Bow and keep

Hayabusa in first-person view. Continue to shoot arrows at Quetzalcoatl as he moves, and do not stop until he is about to attack. After each attack, go back into first-person view and continue shooting a barrage of arrows. It will not take long to defeat Quetzalcoatl in this manner.

Fireball

You can also use the Howling Cannon, which inflicts more damage than the Fiend's Bane Bow. However, because it shoots slower, it's harder to hit Quetzalcoatl with the Howling Cannon.



Defeat the Quetzalcoatl and open the container that appears to receive Yellow Essence. If you did not examine the corpse to the right before the battle, do so now. Switch to the Kusari-gama or Dragon Sword and then ascend the stairs



Head across the stones to the left and take out more Lesser Fiends. Continue down the path until you reach an area with stones on the ground. Head over to the right side to find a container that holds another Herb of Spiritual Life.



Continue to the left. When you reach the stairs, a cinematic is initiated. After the cinematic, go past the stairs to find another large switch on the ground. If you need an Herb of Spiritual Life, look to the right of the switch to find a corpse that holds one.



Press the switch to initiate a cinematic followed by a mid-boss battle against Quetzalcoatl.



to take on a relatively large number of Melee Ninja that attack in multiple waves. Use the Kusari-gama or Dragon Sword Strong Attack combos or Ultimate Guidance Techniques to clear out the enemies as you proceed up the stairs.

ACHIEVEMENT TIP

This is a perfect opportunity to acquire the Feat of a Hundred Slashes trophy if you have not already done so. Proper chaining of the Ultimate Guidance Technique results in just over a 100-hit combo.



When you reach the top, open the container on the right to find a Devil's Way Mushroom item. Head through the opening and down the ramp, then go through the door and drop down to the lower section to find a yellow-light Muramasa Shop and an Earth Statue. Replenish your supplies and save your progress, switch to Enma's Fang, then move through the large stone doorway between the shop and the save point.

A group of Demon Spawn and Half-Dragon Demons attack as you continue forward. Take care of them and proceed through the door and down the ramp. There are two containers on either side of the room ahead, just as you enter. Open them to find a Grains of Spiritual Life item and Red Essence. To the right of the stairs is a tablet. Examine it to obtain the Prayer of the Necromantale scripture then climb up the stairs and pass through the next stone door to trigger a cinematic followed by a boss battle.

BOSS BATTLE

ELIZÉBET, RULER OF THE BLOOD, QUEEN OF THE GREATER FIENDS



Close-Range Abilities: Tail Stab, Heartbeat

Long-Range Ability: Flash Dive

Recommended Weapon: Enma's Fang, Level 3

Strategy: Elizébet moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She telegraphs the attack by letting out a slight hum and shifting her wings into the air when she's aerial.

MAP KEY

2 Grains of Spiritual Life

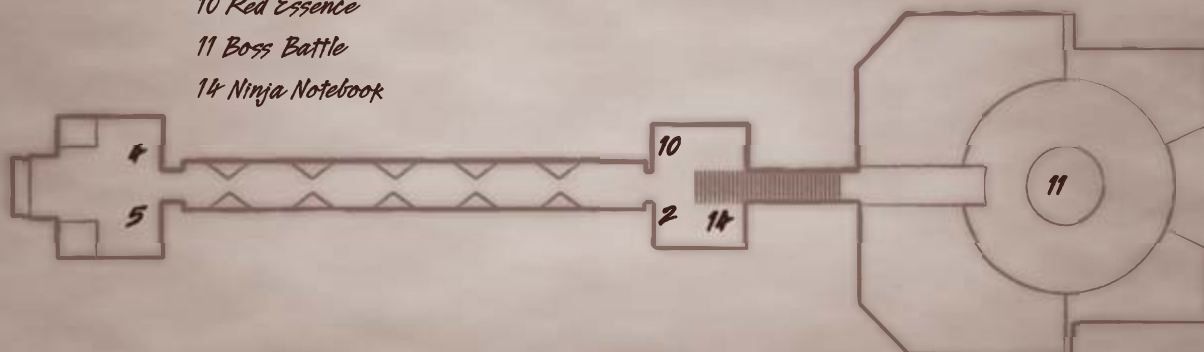
4 Earth Statue

5 Muramasa Shop

10 Red Essence

11 Boss Battle

14 Ninja Notebook



CHAPTER FOURTEEN: A TEMPERED GRAVESTONE



tempered gravestone details

Crystal Skulls: 3

Items: Muramasa's Omusubi

Weapons: True Dragon Sword

Bosses: Tengu Brothers, Genshin

Maps: 5

After you receive the True Dragon Sword from Ayane, proceed through the opening and down the stairs. When you reach the bottom, several Ninja Dogs attack. Take out all of the enemies and head through the opening at the bottom on the left to find a blue-light Muramasa Shop. Upgrade the Vigorian Flail and restock your supplies, then descend the stairs to the Earth Statue, defeat the Ninja Dogs that attack and save your progress.

Head down the next flight of stairs and take down even more Ninja Dogs. When you reach the courtyard at the bottom, the Tengu Brothers appear for a mid-boss battle.



Flash Dive

At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than

an attack. She also summons a heart that floats in mid-air and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare until her health is below 50 percent, at which point it's not uncommon to see her use it up to three times in a row by itself or in a combo.

Heartbeat

Use Enma's Fang and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few

attacks. When she shifts into a triple Tail Stab, use Furious Wind to avoid the attacks, then immediately use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲). If she doesn't end her combo with the stab, she'll end it with three melee attacks that look like she's using a sword.



If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or perform Reverse Wind in a constant direction to evade the stream of blood. When she floats in the air, use the Hades Drop (While Jumping ■ ■ ■ ■ ■), or switch to the Dragon Sword and use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on either combo.

MAP KEY

- 1 Herb of Spiritual Life
- 4 Earth Statue
- 5 Muramasa Shop
- 11 Boss Battle
- 14 Ninja Notebook
- ~ Second Floor



Mid-Boss Battle: Tengu Brothers



Close-Range

Abilities: Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapons: Enma's Fang

Strategy: This Tengu Brothers mid-boss battle is the same as the previous Tengu Brothers battle. Both brothers have the same attacks as before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into the air. However, once one has been defeated, almost every stomp will be followed by a second, and they will use the stomps from close range as well.



Basic combo

Focus on the blue brother first, ignoring the other brother for now. Stay close

to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with the True Dragon Sword's Undefeatable Demon combo (▲▲▲), which inflicts significant damage. Be careful of the last hit in the Tengu's combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.



Projectile attack

Stomp



When one Tengu's health is down to approximately 20 percent, it teleports away, leaving you with only one Tengu left to defeat. Quickly close in on the second brother to prevent him from using long-range attacks. Follow the same strategy you used against the first brother to take this one down quickly and easily.

Head into the only open building and through the exit on the far-right wall, then continue down the path. Save your progress at the Earth Statue and keep moving down the stairs and over the bridge. Defeat the platoon of Melee Ninja that attacks and continue through the doors at the end of the bridge.

In the next open area you must battle against three Shadow Ninja Rasetsu enemies. First you battle two at a time, and when one dies, a replacement appears for a total of three. Use the True Dragon Sword or Enma's Fang to quickly dispatch

them. With your weapons as powerful as they are, it only takes one or two combos to make the Shadow Ninja kneel, giving Hayabusa a chance to use an Obliteration Technique.

Once all of the enemies have been taken care of, head to the open door on the left to find a yellow-light Muramasa Shop and a container inside. When you enter the room, two Melee Ninja attack. Defeat them and open the container to find an Herb of Spiritual Life.



Restock your supplies and climb the ladder on the side of the room. Examine the corpse on the second floor to find the history of the Castle of the Dragon, then go out the window and drop down to the ground. Go to the left and through the red gateway to find a container that holds Red Essence.



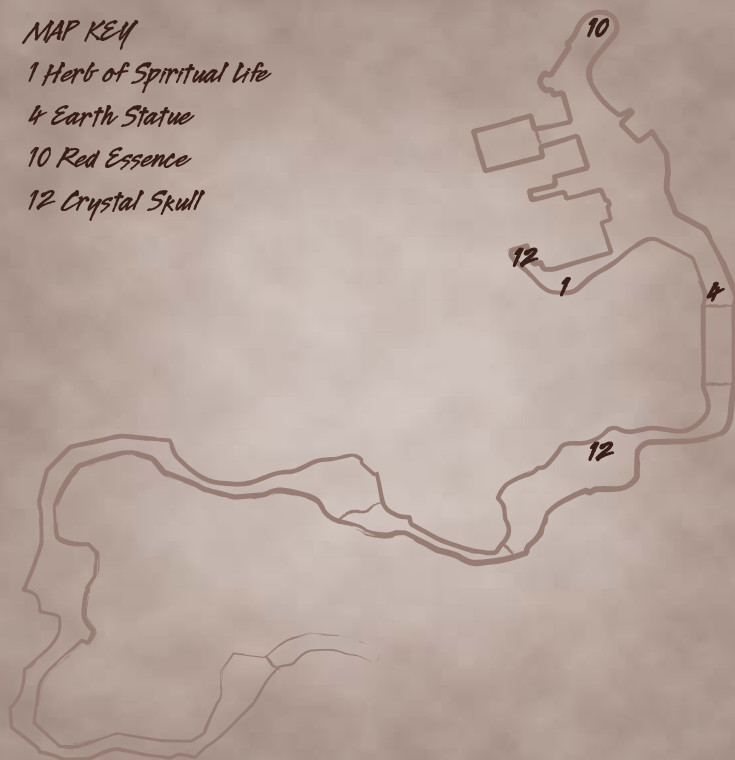
Move to the area's opposite end and into the last alley on the right. Examine the corpse in the alley to obtain an Herb of Spiritual Life, then continue on to the end of the alley to find a Crystal Skull.



Head through the gateway and save your progress at the Earth Statue. Cross the bridge and eliminate the two groups of Melee Ninja that attack.

MAP KEY

- 1 Herb of Spiritual Life
- 4 Earth Statue
- 10 Red Essence
- 12 Crystal Skull



Head straight and dive into the water. Swim through the underwater passage dead ahead. Jump out of the water to face several more Melee Ninja. Defeat them and break open the door to the small shack on the right. Inside is a Crystal Skull.

Break open the front
of the shack ...



... to reveal a
Crystal Skull.



Grab the Skull and
move down the path
to face several more

Melee Ninja and a Projectile Ninja. Be careful as you go because the Projectile Ninja fires as soon as you're within sight. Make your way farther down the path. When you reach the next open area, several Melee Ninja hide in the tall brush. Take them out and continue down the path to face several more Melee Ninja.

Take care of all the enemies and move down the path to engage one final batch of Melee Ninja. Dispatch them and continue on your way to find a cave. When you come out of the cave, a Projectile Ninja attacks from elevated ground ahead. Be prepared to avoid his initial attack with a Reverse Wind or simply block it and use the Fiend's Bane Bow to take him down.

Move up onto the elevated ground where the Projectile Ninja was and into the cave straight ahead. Just inside on the right is a container that holds an Herb of Spiritual Life item.



On the far-left side of the cave is another container that holds a Lives of the Thousand Gods item.

MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 7 Lives of the Thousand Gods
- 14 Ninja Notebook
- 25 Spirit of the Devils



Head back out of the cave and onto the ledge. Use the stair-like rocks to the right to make your way to the building above.



Continue up the ramp and take out the Melee Ninja that attack as you progress. When you reach the end of the ramp, head into the doorway

on the left. Examine the corpse inside to find Hachijuro's Notebook, then drop down the hole in the floor and exit the room to the left. Follow the hallway through the building until you reach the end. Examine the corpse here to find a Spirit of the Devils item.

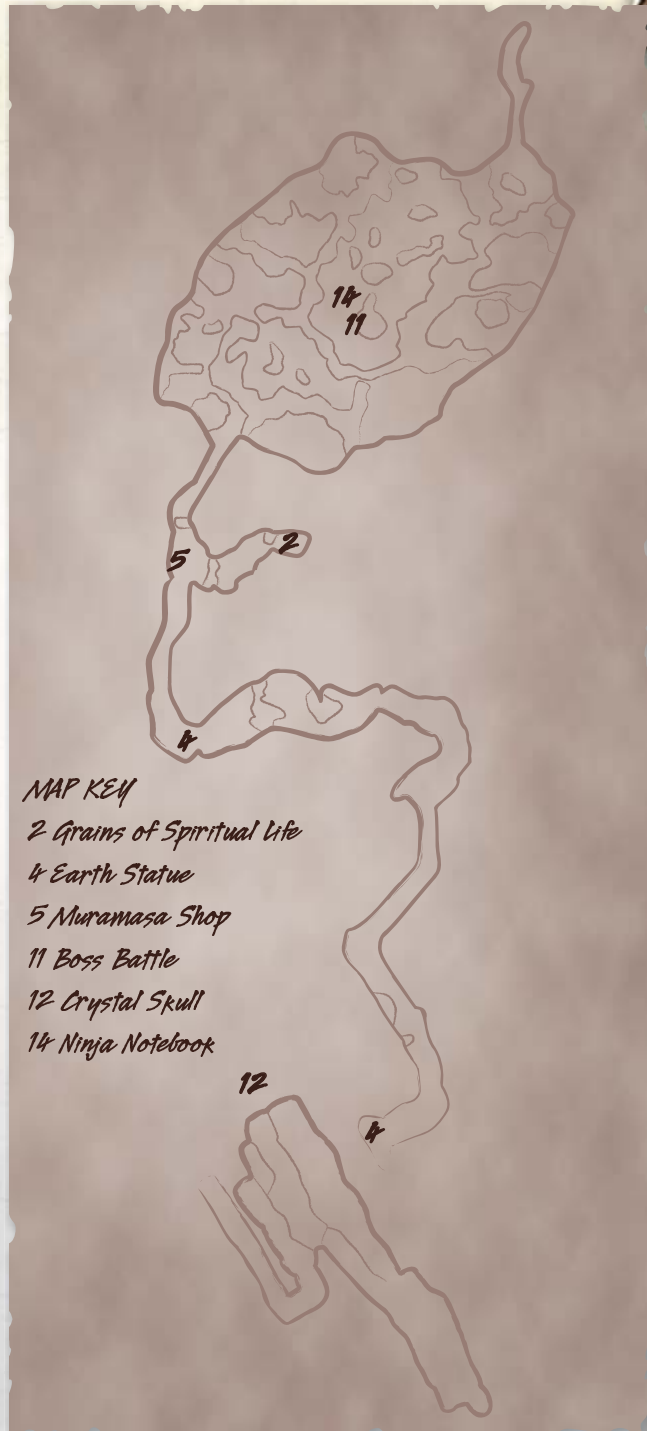
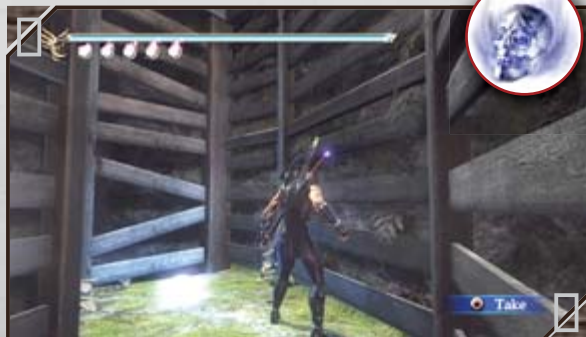
Head out the opening to the left to engage more Melee Ninja. Continue through the building and examine the corpse in the next room to find a Grains of Spiritual Life, then move out of the room and down the stairs.



When you reach the bottom of the stairs, several Melee Ninja and two Ninpo Ninja attack. Take them out and jump down the well on the left.



Examine the corpse in front of you to find a Life of the Gods item. Follow the tunnel path until you come out into the open. At this point several Melee Ninja attack from behind. Dispatch them and drop down to the very bottom of the area. Quickly go to the far left, avoiding arrows from the two Projectile Ninja above, to find a small opening with a Crystal Skull inside. This is the final Crystal Skull; you should now have 30.



Grab the Skull, head out of the opening, and use the Fiend's Bane Bow to take out the Projectile Ninja just above. Use the Flying Bird Technique to scale the wall on the right. Climb up the stones on the right, then up the tree trunk to reach the top again. Take out the second Projectile Ninja, then use Shadowless Footsteps on the right wall to cross the crevice. Once you are in the tunnel, use the Flying Bird to reach the upper path and continue to the shaft on the left. Use the Flying Bird Technique once more to get out of the well.

Head to the right and jump on the rope to make your way across the gorge. Save your progress at the Earth Statue when you reach the other side and then continue down the path ahead. More Melee Ninja attack as you make your way up the mountain. Continue fighting until you trigger a cinematic with Muramasa.



Save your progress at the Earth Statue ahead when the cinematic comes to a close. Continue forward until you see a yellow-light Muramasa Shop

below. As soon as you jump down, Melee and Ninpo Ninja attack. Take them out, restock your supplies, and head to the right to find a corpse at the end of the path.



Examine the corpse to find a Grains of Spiritual Life item. Head in the opposite direction, past the shop, and drop down and continue forward into the open area to fight a horde of Melee and Ninpo Ninja. Defeat them and continue into the center of the area to find a corpse that holds Koshinmaru's Notebook (2).



Head to the end of the area and down the path to the left. When you reach the large open area, a horde of Melee and Ninpo Ninja attacks. After the first wave

of enemies, the Tengu Brother who earlier teleported away now returns to do battle.

Mid-Boss Battle: Tengu Brother



Close-Range Abilities: Basic Combos, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapons: True Dragon Sword

Strategy: This mid-boss battle is similar to the mid-boss battle Momiji faced, except this time several Melee Ninja are around to assist the Tengu Brother. Take care of the Melee Ninja first before engaging the Tengu Brother.

At a distance, the Tengu uses a projectile attack that consists of multiple kunai. He also uses a stomp attack that he can use from close range, but primarily uses from a distance. If he blocks one of Hayabusa's combos, watch out for his unblockable throw that looks similar to the Izuna Drop. It can be avoided with a quick Reverse Wind, but you must be ready for it as soon as Hayabusa's combos come to an end.

Stay close to the Tengu Brother and use the Reverse Wind Technique to avoid his melee combo. As soon as his combo is completed, use a combo of your choice. After your combo, continue using the Reverse Wind Technique until the Tengu Brother completes another combo. When the Tengu Brother has been defeated, a clone of the same Tengu Brother appears for a second battle. Fight him exactly the same way you fought the first one.

Take out all of the enemies then go back to the entrance. Hug the right wall to find a container that holds an Herb of Spiritual Life.



Herb of Spiritual
Life container

Continue straight ahead to run into a corpse that holds a Life of the Gods item.

Life of the Gods corpse



Head straight into the middle of the area to find a corpse that holds a Devil's Way Mushroom.

Devil's Way Mushroom corpse



Continue to the right to the next rock wall to find another corpse with another Devil's Way Mushroom item.

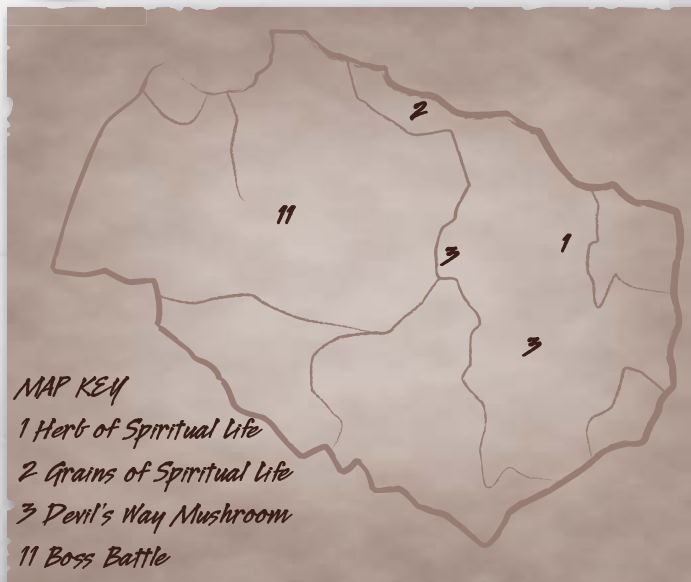
Devil's Way Mushroom corpse



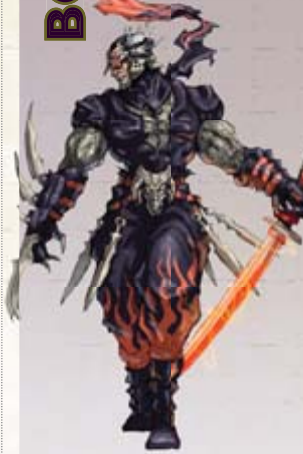
Head through the archway at the end to find a container that holds a Grains of Spiritual Life item.



Proceed up the mountain to trigger a cinematic followed by a boss battle against Genshin.



BOSS BATTLE GENSHIN



Close-Range Abilities: Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities: Ultimate Technique, Anti-Air Technique, Art of Piercing Void Ninpo

Recommended Weapon: True Dragon Sword

Strategy: The third battle against Genshin is very similar to the first two. This is once again a battle between two skilled Ninja.



Combos

Genshin uses an Ultimate Technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate Technique, immediately use the Reverse Wind to move away from him. Stay close to Genshin to limit the use of his Ultimate Technique.

Ultimate Technique

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting them completely. He can also use a Ninpo that's very similar to the Art of the Piercing Void from close range, or at a distance. This attack cannot be blocked, so if you see him begin to charge it, be prepared to jump out of the way or use the Reverse Wind to evade it. The attack is very linear, which makes it easy to avoid with a single Reverse Wind, but it comes out very fast after Genshin's initial charge.



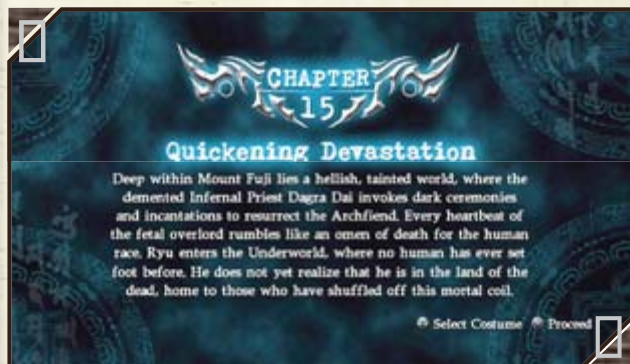
Ninpo

Use the True Dragon Sword and move in circles around Genshin with the Reverse Wind Technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.



Do not use the Flying Swallow or any other aerial attacks, as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.

CHAPTER FIFTEEN: QUICKENING DEVESTATION



quickenning devastation details

Crystal Skulls: 2

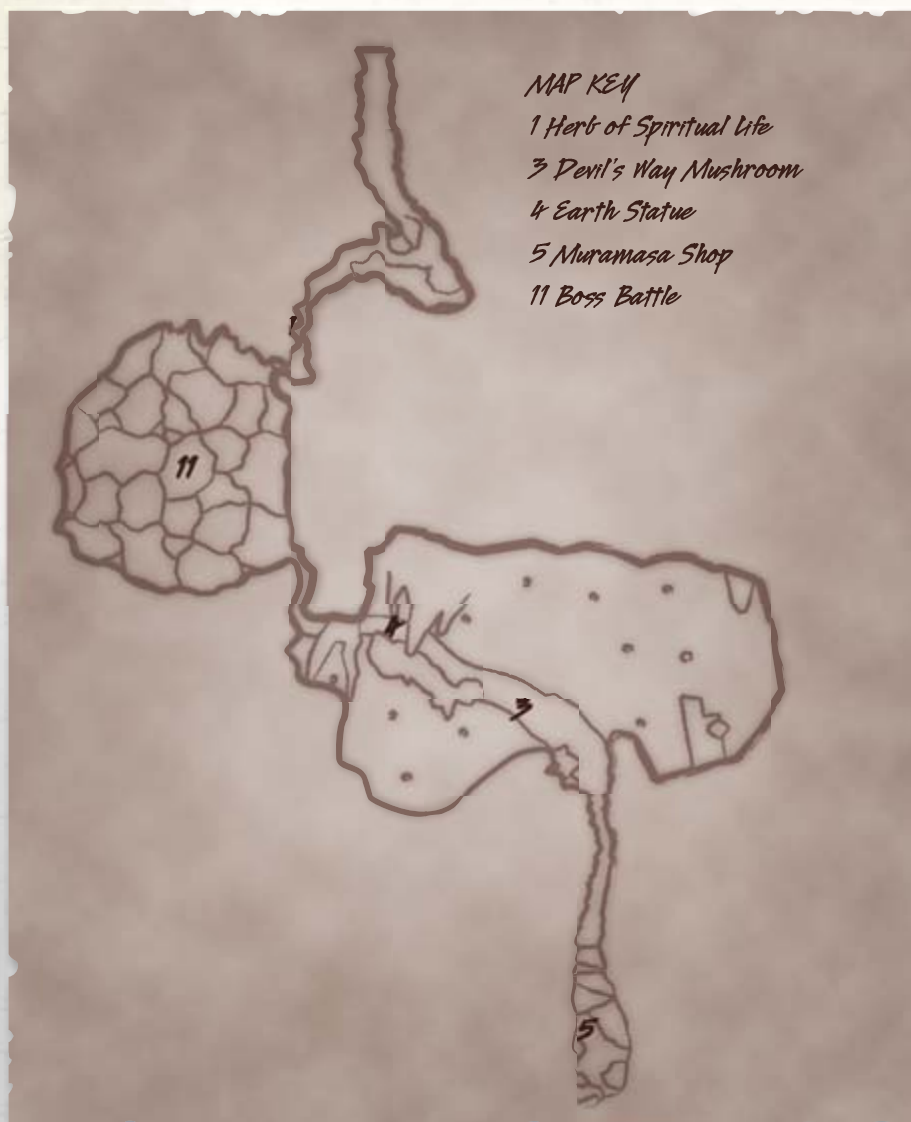
Items: Heart of Malevolent Flame

New Enemies: Marionette Demons, Centaurs

Bosses: Greater Fiend, Evil Zedonius, Evil Volf

Maps: 3

Go to the blue-light Muramasa Shop ahead to upgrade the Eclipse Scythe and restock your supplies. Switch to Enma's Fang and continue forward to engage several Marionette Demons.



First Appearance: Marionette demon

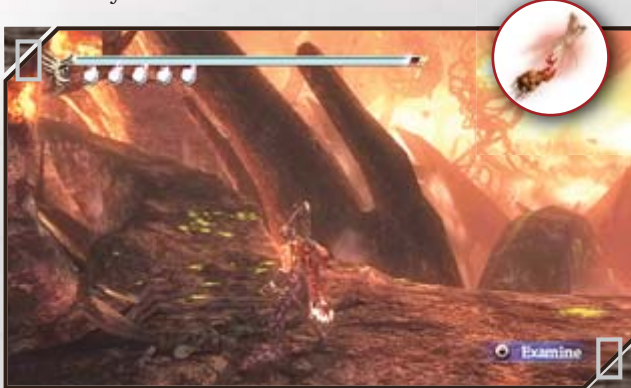


Abilities: Projectile Attack, Charge Attack

Strategy: The Marionette Demons are some of the toughest enemies in the game. Their projectile attack cannot be blocked, and it leaves Hayabusa open to their charge attack that frequently follows and inflicts a significant amount of damage. They also attack in groups, making it even more difficult to avoid the projectile attacks. In

addition, their metal bodies make them strong against Hayabusa's weapons. Use the Flying Swallow as much as possible to stay on the move and in the air. This makes it much easier to avoid their projectile attacks. Once their numbers have decreased, either continue with the Flying Swallow Technique, or switch to the Eclipse Scythe or Enma's Fang to inflict as much damage as possible and take them out in fewer attacks.

Quickly dispatch the demons and move ahead to face several Demon Spawn and Half-Dragon Demons. Take them out and continue down the path to find a charred corpse on the left, next to a burning tree. The corpse can be difficult to see because it's black. Examine the corpse on the left to obtain a Devil's Way Mushroom.



Proceed down the path and access the Earth Statue ahead to save your progress. Proceed into the open area to trigger a cinematic. After the cinematic a mid-boss battle against Marbus commences.

Mid-Boss Battle: Marbus



Close-Range Ability: Unblockable Throw

Long-Range Abilities: Projectile Attack, Spiral Flight, Aerial Charge

Recommended Weapon: True Dragon Sword, Enma's Fang, Level 3

Strategy: This battle against Marbus is more difficult than when you fought him as Rachel. This time the Lesser Fiends that fight alongside him are much stronger and will cause trouble if you don't take care of them as quickly as possible. Eliminate them with the True Dragon Sword while avoiding Marbus' many attacks. Once they've been dispatched, switch to Enma's Fang and stay close to Marbus while he's in the air. Use the Reverse Wind to avoid his multi-fireball projectile attack, Spiral Flight and aerial charge.

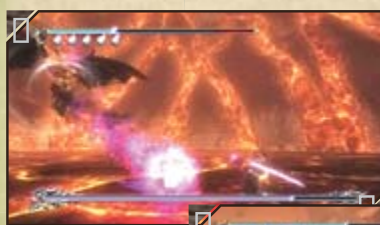


Unblockable throw

Spiral Flight



While he's stationary in the air, you can hit him with any of Hayabusa's jumping attacks, although the Flying Swallow works best. You can also use Enma's Fang and hit him with the first attack of the Bronco Smash (▲). After the Spiral Flight, he remains on the ground for a short time. Use this opportunity to attack with a combo of your choice until he retreats to the air again. The lower his health gauge, the less time he spends on the ground after the Spiral Flight attack and the more you'll have to hit him in the air. When his health is very low, he moves around quite a bit in the air. Follow him with the Flying Swallow because it has the most range of all of Hayabusa's aerial attacks.



Projectile attack

Aerial Charge



At close range, Marbus may use an unblockable throw attack on the ground or in the air, but this is rare and it will not hit you if you keep moving when not attacking him. When the Lesser Fiends reappear, defeat them and continue your strategy to quickly take down Marbus.

Defeat Marbus and go through the opening on the far side of the area to battle more Demon Spawn. Go down the path to find an alcove on the left with a container.



Open the container to find an Herb of Spiritual Life item, then continue out of the alcove and proceed to the left to engage several Demon Spawn. Take them down.

Continue down the path to fight a group of Marionette Demons, followed by a horde of Half-Dragon Demons. There is an Earth Statue ahead on the right, but you must defeat the demons before you can access it. Just before the Earth Statue is a container on the right that holds Red Essence.



Save your progress and continue on to engage several more Half-Dragon Demons accompanied by Lesser Fiends.

Defeat them

and continue forward until you drop down to the lower path ahead. Use the Fiend's Bane



MAP KEY

1 Herb of Spiritual Life

4 Earth Statue

10 Red Essence

11 Boss Battle

Bow to hit one of the Undead Fish ahead, then take out the rest with the True Dragon Sword. Run across the lava to the middle rock formation for a cinematic followed by a mid-boss battle against Evil Zedonius.

TIP

The lava inflicts damage to Hayabusa, so make your way across as quickly as possible and avoid it during the boss battle.

Mid-Boss Battle: Evil Zedonius

Close-Range

Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flame Beam, Flight, Parry, Counterattack

Long-Range

Abilities: Projectile Attack, Fire Stomp

Recommended

Weapon: True Dragon Sword, Enma's Fang, Level 3

Strategy: The second battle against

Zedonius is very similar to the first. The main difference is that you can be knocked into the lava, which continuously inflicts damage. His only new attack is the Flame Beam, but if you stay on top of Zedonius and constantly attack him, he will not use it. If he does initiate the Flame Beam, use the Wind Run or Reverse Wind to avoid it.



Flame Beam



Fire Stomp

Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance, Zedonius uses a multi-fireball projectile attack, a Flame Spire similar to the Flame Column the Ninpo Ninja use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance,

watch Zedonius carefully and be prepared to use the Wind Run or Reverse Wind Technique to avoid his attacks.



Fireball Projectile Attack

At close range, use the Reverse Wind and Furious Wind to move in

circles around Zedonius. Use the Broken Reincarnation combo (■ ■ ■ ■ ■ ■ ■) as your main source of damage. Do not wait for Zedonius to attack; simply use this combo over and over to inflict as much damage as possible in a short time.



Flame Spire



Fire Eruption

If you do not have Enma's Fang at Level 3, it is still possible to use this strategy, but the damage is significantly less. Instead, use the True Dragon Sword. You can initiate an attack before Zedonius attacks, but he can parry or counterattack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. During the last two hits of his combos, his fist is engulfed in flame, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to your counterattack. This is your best opportunity to attack him.



Throw

Shortly after the fight begins, Zedonius summons several Water Demons to assist him just like the previous battle. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. It is imperative that you take out the Water Demons before engaging Zedonius.

These are higher level Water Demons that can inflict serious damage to Hayabusa if left alone. Even if Zedonius has low health, leave him alone and defeat the Water Demons before focusing on Zedonius. Do not venture far from Zedonius while fighting the Water Demons because he will use his long-range attacks.



Water Demons

If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire.

Defeat Zedonius and examine the object that appears to obtain the Heart of Malevolent Flame.



Continue forward through the small opening to find another Earth Statue. Save your progress and move forward to find a container on the left.



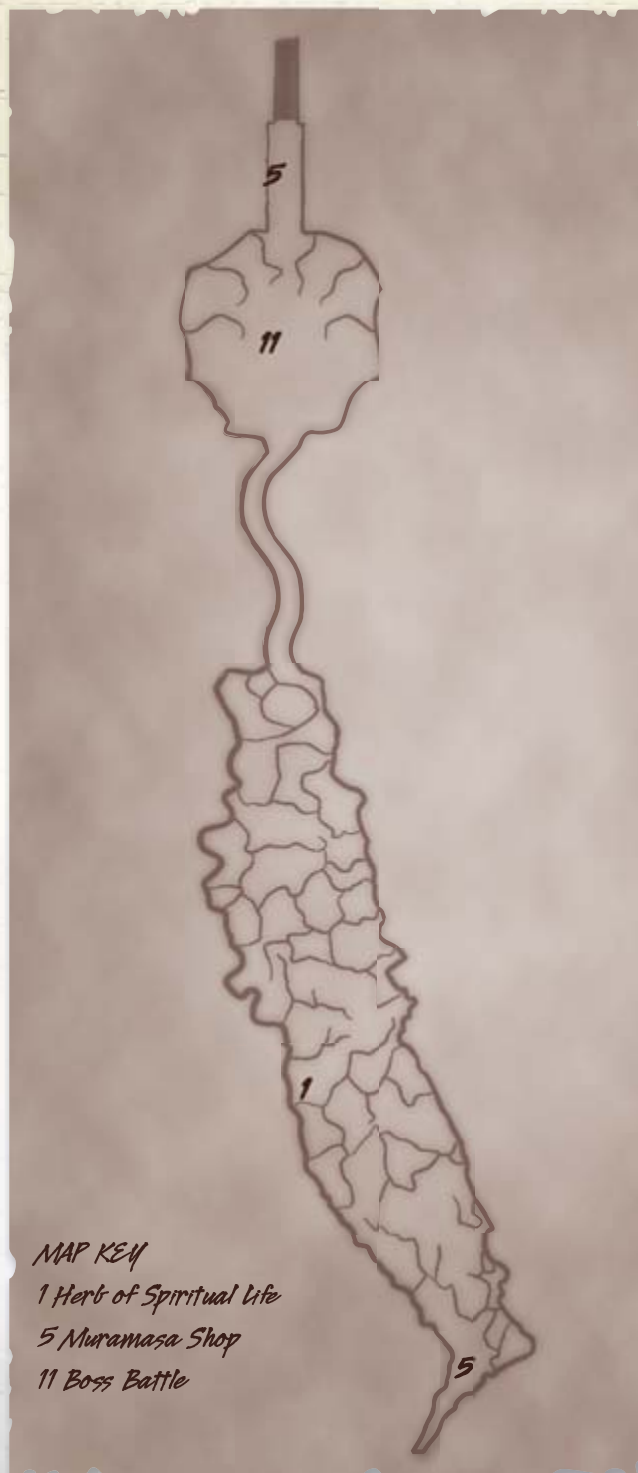
Open the container to obtain an Herb of Spiritual Life, then continue into the clearing to find a yellow-light Muramasa Shop. Replenish your supplies and proceed through the forest.

TIP

It is important to stock up on Devil's Way Mushrooms because ninpo is very helpful during the next boss battle.

A school of Undead Fish can be seen ahead. Use the Fiend's Bane Bow and True Dragon Sword to take care of them. As you progress through the forest, two more schools of Undead Fish attack from behind.

Head along the left side of the forest to find a corpse halfway down. Examine the corpse to find an Herb of Spiritual Life.



MAP KEY

1 Herb of Spiritual Life

5 Muramasa Shop

11 Boss Battle



Continue moving on the left side to find a container near the end of the forest. It holds another Herb of Spiritual Life.



Take the path at the end of the forest to trigger a cinematic followed by a boss battle against the Beastmen leader.

First Appearance: centaur



Ability: Charge Attack

Strategy: Centaurs' primary special move is a charge attack that knocks Hayabusa down or breaks his guard. Centaurs attack in groups and generally circle around Hayabusa, using their spears to attack from a moderate distance. Use the Flying Swallow to close in on them and attack with the Dragon Sword at close range. It is also possible to use the Kusari-gama from a moderate range to counter-act their spears. If they are charging at Hayabusa, do not use any attacks other than

ninpo or the Flying Swallow. Wait until they rear up on their hind legs before attacking with anything else. Their spears also give them a slightly longer throwing range than most other enemies have, so be cautious as they begin to close in on you.

BOSS BATTLE VOLF



Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge, Unblockable Scythe Thrust

Recommended Weapons: Enma's Fang, Level 3, Art of the Inferno

Strategy: While there are many similarities between this battle against Volf and the previous one, there are also a number of differences. The battle begins with a herd of Centaurs that continuously circle and attack Hayabusa. The best way to handle the Centaurs is to use the Art of the Inferno ninpo. If you have a full Ki gauge or a few Devil's Way Mushrooms, you should be able to take out all of the Centaurs with the Art of the Inferno. If you target three Centaurs per ninpo, they can be defeated in five attacks or less.

Scythe combos

If you do not have the necessary Ki for this strategy, use the Flying Swallow to attack the Centaurs from a distance. Do not attack them head-on as they're charging toward you. Wait for them to stop and rear up on their hind legs before you attack them with anything other than the Flying Swallow. Try to focus on one Centaur at a time to take it down as quickly as possible.



Throw

When the Centaurs have been defeated, Volf appears. Go directly toward him and use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) with Enma's Fang. This is the best combo to inflict significant damage to Volf. If every attack connects, it should take only four or five combos to bring Volf down.



Charge

When Volf initiates his combo attacks, stay out of his attack range and close in with a Wind Run, followed by the previously mentioned combo. Volf does not use the unblockable charge every often, so all you need to worry about are his Scythe combos and his throw from close range. Move out of his attack range as soon as he begins his combos and you will avoid both.

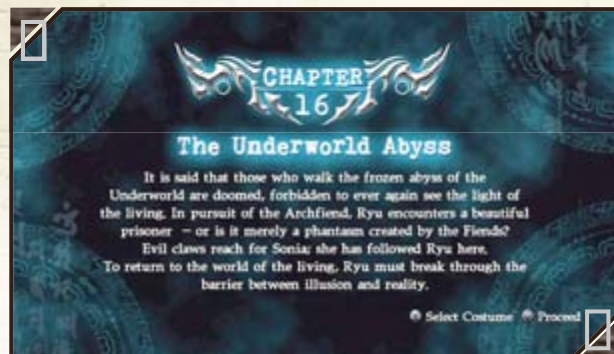


Scythe Thrust



From a distance, Volf uses an unblockable Scythe Thrust. He slams his Scythe to the ground, which causes a shock wave that cannot be blocked. Use the Wind Run or Reverse Wind to avoid this attack, and then close in on him as quickly as possible to prevent him from using it excessively.

CHAPTER SIXTEEN: THE UNDERWORLD ABYSS



underworld abyss details

Items: Heart of Bestial Storm

Bosses: Tengu Brothers, Evil Alexei

Maps: 1

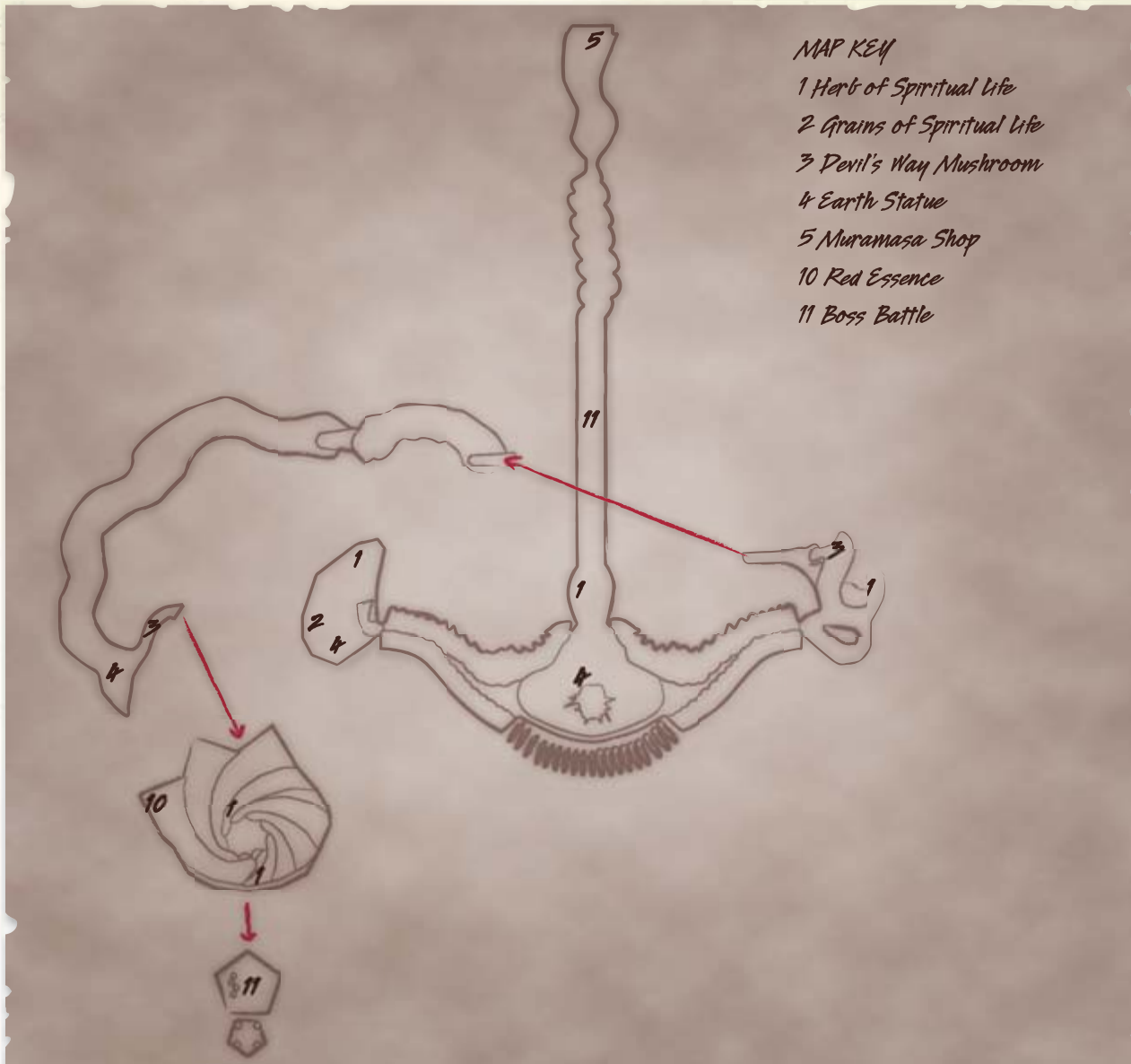
Defeat Volf and examine his body to obtain the Heart of Bestial Storm.



Proceed down the path ahead to find a blue-light Muramasa Shop on the left. All of the weapons that are vital to your offensive strategies should already be

at Level 3, so upgrade a weapon of your choice at this point. There are several difficult battles ahead, so make sure you completely replenish all of your supplies. Continue down the path and go up the stairs to trigger a cinematic.

After the cinematic concludes, take down a horde of Lesser Fiends and continue down the path and through the door at the end. Several Marionette Demons and Chainsaw Bazooka Zombies attack in the next hall. Make quick work of them and proceed toward the next door for another cinematic. Continue through the door to battle against several Melee Ninja. Take them out, and then the Tengu Brothers appear for a mid-boss battle.



MAP KEY

- 1 Herb of Spiritual Life
- 2 Grains of Spiritual Life
- 3 Devil's Way Mushroom
- 4 Earth Statue
- 5 Muramasa Shop
- 10 Red Essence
- 11 Boss Battle

Mid-Boss Battle: Tengu Brothers



Close-Range Abilities: Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapons: True Dragon Sword, Enma's Fang

Strategy: This Tengu Brothers battle is the same as the last except that the area you fight in is much smaller, which makes it difficult to focus on one brother over the other. The brothers have the same attacks as before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into

the air. However, once one Tengu Brother has been defeated, almost every stomp will be followed by a second one and the surviving brother will use stomps from close range as well.



Basic combo



Whirlwind Spin

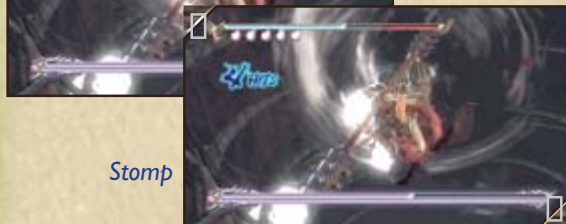


Unblockable throw

Stay close to whichever brother you're currently targeting to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with the True Dragon Sword or Enma's Fang. Be careful of the last hit in the combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.



Projectile attack



Stomp

When you have defeated the first Tengu, the second one becomes much easier to deal with. Close in on the second Tengu to prevent him from using long-range attacks. Follow the same strategy used against the first brother to take down the remaining brother quickly and easily.

Defeat the Tengu and continue through the next door to fight several Melee Ninja. Examine the corpse on the right in the last hall to obtain an Herb of Spiritual Life.



Proceed toward the Earth Statue ahead and save your progress to spawn a platoon of Melee and Ninpo Ninja. Defeat the enemies and head to the right down the next hallway.

Equip the Kusari-gama or Vigoorian Flail and continue through the opening at the end of the hall. A group of Bone Scorpions attacks. Use Ultimate Guidance to dispatch them and open the container near the entrance to obtain an Herb of Spiritual Life. Go to the far end of the room to find two more containers. Open the container on the left to find a Grains of Spiritual Life item and save your progress.

KARMA TIP

The container on the right holds Undead Fish. Open it if you wish to maximize your karma score in Chapter Challenge Mode.



Turn around and proceed through the small opening on the right and up the ramp to reach the room you just came from. Head down to the opposite end of the hall and through the next small opening. There are several sacks in the next area. Some of these sacks house various enemies and must be destroyed if you wish to continue on your way. The sack directly to the right and left as you enter are empty.

Go left past one sack. The next sack on the right houses several Melee Ninja. Take them out and continue past them to find a corpse on the right that holds an Herb of Spiritual Life.



Turn around and proceed left, then immediately go right. Break the sack ahead to find another corpse that holds a Devil's Way Mushroom item.



Go back and circle around to the left. Destroy another empty sack and take the left path to find another empty sack. Dispose of it and slide down a small hill to end up on the lower level surrounded by more sacks. The sacks behind you and directly in front of you are empty, but the second sack in front of you houses several Melee Ninja.

Continue down the next small hill to another hallway filled with sacks. The first sack holds Melee Ninja, while the second and third sacks are empty. The next sack holds another group of Melee Ninja. The next two sacks are empty, but the last sack contains a Shadow Ninja Rasetsu.

Proceed down the hallway to find a container straight ahead and a save point to the right. Open the container to find a Grains of Spiritual Life item.



Save your progress. Now head in the opposite direction, past the container and to the opening on the right. In the next open area move to the left to find a container against the wall.



Open the container to find Red Essence, then continue along the wall to find another container that holds an Herb of Spiritual Life.



Follow the wall all the way around to the end to find a corpse that holds another Herb of Spiritual Life.



Jump down to the bottom of the area to trigger another cinematic, followed by a boss battle against Evil Alexei.

BOSS BATTLE

Evil Alexei



Close-Range Abilities: Basic Combos, Lighting Rage

Long-Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: True Dragon Sword, Enma's Fang

Strategy: Alexei is now at full power, which makes this battle slightly more difficult than the last time you fought him. His projectile attacks are still very difficult to avoid and he uses them in conjunction with an unblockable throw quite frequently. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, the Lightning Strike attack, and his extremely damaging long-range throw attack.



Long-range throw

Use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) with Enma's Fang continuously to keep Alexei at bay. Most of the attacks from Enma's Fang will stun Alexei, but if he does not look stunned, use the Reverse Wind to move in circles around him in anticipation of an attack.



Lightning
Rage



Whirlwind
Spin

When Alexei takes flight, use the Flying Swallow to bring him down. If he simply jumps into the air, quickly jump away or use the Reverse Wind to get out of his attack range. This is the indicator that Alexei is about to use his long-range throw. This cannot be blocked, so you must get out of its range.



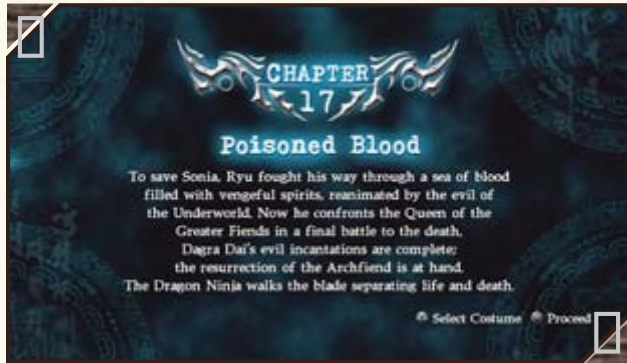
Projectile
attack



Lightning
Strike

If Alexei uses the Whirlwind Spin, charge an Ultimate Technique or use a ninpo magic to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when the attack is over. The Ultimate Technique and ninpo override any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws.

CHAPTER SEVENTEEN: POISONED BLOOD



Examine the object in front of you to obtain the Heart of Azure Lightning, then go through the opening at the end of the path ahead.



NOTE

If you turn around and shoot Sonia, she will die and the game will be over.

Several Marionette Demons attack. Defeat them with Enma's Fang and examine the corpse on the right, roughly halfway down the hall, to find a Devil's Way Mushroom.

poisoned blood details

Items: Heart of Azure Lightning, Heart of Crimson Blood

Weapons: Blade of the Archfiend

Bosses: Evil Genshin, Evil Elizébet, Dagra Dai, Archfiend

Maps: I

MAP KEY

1 Herb of Spiritual Life

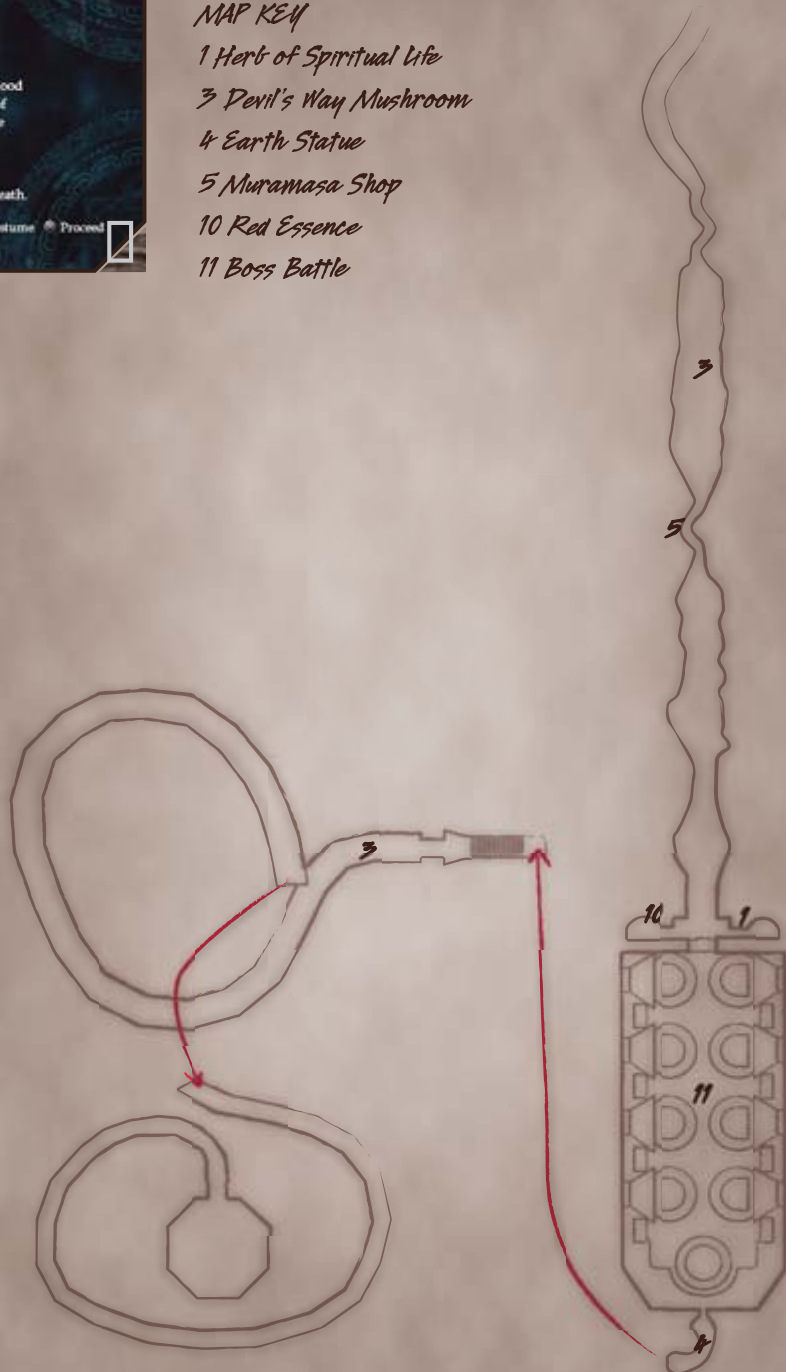
3 Devil's Way Mushroom

4 Earth Statue

5 Muramasa Shop

10 Red Essence

11 Boss Battle



INTRODUCTION

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Continue through the next opening to find a yellow-light Muramasa Shop on the left. Replenish your supplies and continue down the hall and through the next opening. In the next area is a horde of Melee and Ninpo Ninja. Eliminate them and return to the Muramasa Shop if you need to restock your supplies. Proceed through the area to find a corpse on the right that holds a Devil's Way Mushroom.



Go to the end of the hall and through the next opening to find an Earth Statue. Save your progress and continue to the left into the next area. A pool of blood water lies to either side of the bone pathway directly ahead. Move forward to spawn several Blood Eels. Switch to the Howling Cannon and return to the beginning of the area and shoot from the entrance to take them out. Move down the path a little bit if you need to get them to move toward you, but if you attack from anywhere other than the entrance, you will be susceptible to an attack from the Blood eels.

Defeat the enemies and continue down the path. Run across the blood water to the opposite side and move to the right of the door to find a corpse. Examine the corpse to find an Herb of Spiritual Life. On the opposite side is a container that holds Red Essence. Grab both items and head to the door in the middle.



Herb of Spiritual Life



Red Essence

Run into the middle of the next room to initiate a cinematic, followed by a mid-boss battle against Genshin. After Genshin has been defeated you obtain the Blade of the Archfiend and a battle against Elizébet ensues.

MID-BOSS BATTLE: EVIL GENSHIN

Close-Range Abilities:

Strong and Weak combos, Counterattack Technique, Parry Technique

Long-Range Abilities:

Ultimate Technique, Anti-Air Technique, Projectile Attack

Recommended Weapon:

Enma's Fang, Level 3

Strategy: This is the fourth and final battle against Genshin. It is very similar to the first three fights and requires the same strategy.



MID-BOSS BATTLE: EVIL ELIZÉBET



Close-Range Abilities: Teleport, Tail Stab, Heartbeat

Long-Range Abilities: Flash Dive, Heart Eruption

Recommended Weapon: Enma's Fang, Blade of the Archfiend

Strategy: This battle is nearly identical to the previous fight against Elizébet. She moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She does not telegraph the attack this time around, so be cautious any time she takes flight.



Projectile attack

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from both Ultimate Techniques, halting them completely. He has the ability to counterattack by teleporting above Hayabusa and coming down with a flaming attack. Use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) because not only does it inflict significant damage, but it also moves Hayabusa forward during the combo. If Genshin uses his teleport counterattack, he will miss Hayabusa due to this forward movement.



Counterattack

Use the Reverse Wind to move in circles around Genshin until he attacks. Block his attack or combo, then counterattack. It is very important to continuously move during Genshin's combos because he can use an Izuna Drop throw in the middle of his combo. If you are stationary, the throw will connect, whether you're blocking or not. Do not use the Flying Swallow or any other aerial attacks, as Genshin can counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.



Heart Eruption

When she's flying she can use her Heart

Eruption throw from a distance. At first glance it appears as though she's about to use the Heartbeat attack, but instead of a stream of blood following Hayabusa, a pool of blood surrounds him and Elizébet stabs him with her tail in an unblockable attack. If you see a pool of blood surround Hayabusa, use the Wind Run to quickly jump out of the way.



Flash Dive

At close range, Elizébet uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She uses this frequently when her health gauge is low. She also uses her Heartbeat attack, which summons

a heart that floats in midair and attacks Hayabusa with a stream of blood. At the end of her attack combos, she uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, which happens often when she has low health.



Heartbeat

Use the Blade of the Archfiend or Enma's Fang and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple Tail Stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.



Tail Stab

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, switch to the True Dragon Sword and use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.

Once the two mid-bosses have been defeated, continue to the object near the end of the room on the right. Examine it to obtain the Heart of Crimson Blood.



Go to the large glowing sphere at the end of the room to reach a room with a horde of Melee and Ninpo Ninja. Defeat them to

trigger a cinematic that ends with Hayabusa in a room with an Earth Statue and a yellow-light Muramasa Shop.

Replenish your supplies, aside from an Herb of Spiritual Life, and save your progress. Open the container between the Earth Statue and Muramasa Shop to obtain an Herb of Spiritual Life.



Proceed toward the door at the end of the room to trigger a cinematic followed by a mid-boss battle against Dagra Dai, then another mid-boss battle against the immature version of the Archfiend, then the final boss battle against the Archfiend.

Mid-Boss Battle: Dagra Dai

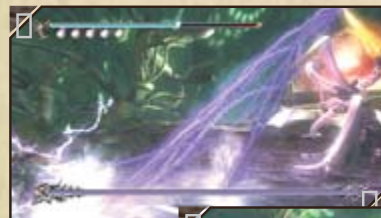


Close-Range Abilities: Tentacle Spin, Tentacle Stab, Unblockable Throw

Long-Range Abilities: Lightning Bolt

Recommended Weapon: Enma's Fang, Level 3

Strategy: Dagra Dai stays in the air throughout half of the fight and has effective long-range and short-range attacks. He also summons Demon Spawn to aid him throughout the battle. Many of Dagra Dai's attacks are difficult to avoid no matter the distance.



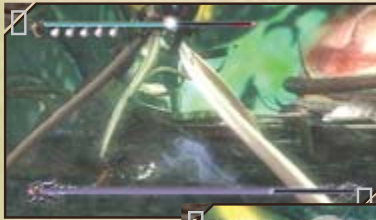
Lightning Bolt

Tentacle Spin

Take out the Demon Spawn with an Art of the Inferno ninpo to get rid of them quickly, then focus on Dagra Dai until they respawn. If Dagra Dai uses the Lightning Bolt, jump continuously in one direction to avoid the attack. If you use the Reverse Wind, it will be too slow to dodge the entire Lightning Bolt attack.



Be cautious because Dagra Dai can end his melee combos with the Lightning Bolt, so be ready to dodge at any point.



Tentacle Stab

Throw



When Dagra Dai floats into the air and remains stationary, keep your distance to avoid the Tentacle Stab. When he uses his melee combo, use the Reverse Wind to avoid all of the attacks, then quickly counterattack with the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲). Shortly after each melee combo, Dagra Dai teleports away, so you must be quick. Any time Dagra Dai ends a combo with the Lightning Bolt, he uses the Tentacle Spin either before or after a teleport. You cannot block the Tentacle Spin, so stay away from Dagra Dai following his Lightning Bolt.

Head over to the container at the bottom of the vine-like path to obtain an Herb of Spiritual Life.



Make your way up the path for another cinematic, followed by a battle against the immature Archfiend, then a second battle against the real Archfiend.

Mid-Boss Battle: Archfiend—immature



Close-Range Abilities: Demon Beam, Blood Cough

Long-Range Abilities: Fist Slam, Mini-Fiends

Recommended Weapon: Fiend's Bane Bow

Strategy: The Archfiend's immature form does not pose much of a threat, but the circumstances of the environment turn this into a lengthy battle that requires more endurance than anything else. The Fiend's Bane Bow is the only way to attack the Archfiend, and you must aim at the Archfiend's head or the orb in the center of his body when it begins to glow. When the orb glows you can also use a ninpo art.



Mini-Fiends

When the Archfiend lets out a low-volume scream, a few Mini-Fiends attack from above. Use the Reverse Wind to avoid the Mini-Fiends without taking damage. The Archfiend often uses the Fist Slam right after sending out Mini-Fiends, so do not attempt to use the Fiend's Bane Bow until you are sure the Mini-Fiends have been defeated.



Fist Slam

The Archfiend's Fist Slam can easily be avoided by staying on the opposite side of the fist being used. It inflicts a significant amount of damage and is not telegraphed, so stay in the middle between attacks to avoid it. Occasionally the Archfiend will use the Fist Slam two times consecutively, either alternating the side or using the same fist twice. Stay in the middle and watch his arms closely after the first Fist Slam to ensure that you are not hit by the second.



Demon Beam

When the Archfiend lowers its head, it is about to use the Demon Beam. Wait until the head lowers into position, then use a Wind Run or Reverse Wind to move to the opposite side to avoid the attack.



Blood Cough

Between the Archfiend's attacks, always attempt to go into first-person view and shoot an arrow at its head. The only exception to this is when it uses the Fist Slam after unleashing Mini-Fiends. After each successful arrow attack the Archfiend uses Blood Cough. Use the Wind Run or Reverse Wind to move away from your previous position to avoid the attack. It also uses Blood Cough randomly throughout the fight, but this attack is telegraphed. Watch the Archfiend's head: it looks up and appears to be choking.

When the Archfiend's health reaches approximately 50 percent, it begins to climb higher in the cave. Run to the left and use the Flying Bird Technique to climb all the way up to its new location. Several times, you must climb

several ledges to reach the Archfiend and continue the battle. Along the way you will come across a container that holds an Herb of Spiritual Life.

When you reach the Archfiend, continue the same strategy as before. The Archfiend uses all of its previous attacks in addition to a Demon Beam that emits from the sphere in its lower chest. There is also an addition to the Fist Slam: the Archfiend sweeps its arm across the ground after slamming its fist down. Avoid this with a well-timed Wind Run.

Defeat the Archfiend for a brief cinematic followed by a boss battle against the true Archfiend.

BOSS BATTLE ARCHFIEND



Close-Range Abilities: Throw, Fist Slam, Demon Beam

Long-Range Abilities: Flame Spire

Recommended Weapon: Enma's Fang, Level 3

Strategy: The final battle is not difficult, so long as you stay on the left side of the screen, just left of the Archfiend's fist when it's stationary. The Archfiend slams his fist on the ground many times in a row, causing a Flame Spire to sprout below Hayabusa. Evade it by using a well-timed Wind Run or Reverse Wind.



At close range, the Archfiend uses a modified version of the Demon Beam that sweeps across the stage but stops just short of the far-left side. Stay on the far left to avoid the beam, but if you happen to be in the middle, wait until the beam nears Hayabusa, then use the Wind Run to jump over it.

When Hayabusa is right next to the Archfiend when it is on the ledge, it uses an unblockable throw that's very difficult to see coming. There is a slight pause before the Archfiend uses the throw, but if you aren't prepared to use the Wind Run to avoid it, there's no escape. After a successful throw, the Archfiend walks around on the ground. Attack it here, but be cautious of its feet, as it can kick Hayabusa to inflict damage.



Demon Beam

Start off the fight by running to the far left and attacking the Archfiend's hand with the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲). Continue attacking until the Archfiend uses the Flame Spire. Avoid the Flame Spire, then go back to attacking. If you use the full combo, the Archfiend's throw almost always misses Hayabusa. In addition, if you stay on the far-left side, the Demon Beam will miss as well. These two factors make the battle exceptionally easy.

TIP

Ninpo magic automatically evades all of the Archfiend's attacks. If you are in a bind, use ninpo to avoid taking damage.



boss battles

CHAPTER 1: SKY CITY TOKYO

MID-BOSS BATTLE: GIANT STATUE



Close-Range Abilities: Hand Sweep, Hand Slam

Long-Range Abilities: Flame Beam, Light Pillar

Recommended Weapon: Dragon Sword, Level 1

Strategy: Feel free to use ninpo against the Giant Statue if you did not use it all against the Ninja you fought just before this mid-boss battle. If you do not have any ninpo remaining, do not worry because this mid-boss is relatively easy to defeat. When the mid-boss appears, move to the far-left side, just to the left of his hand. This position avoids most of the attacks that come from the hand on this side of the area.

Move to the far left side.

The Giant Statue uses multiple close-range and long-range attacks. At any point in time during the fight, the Giant Statue pulls its hands close to its chest and multiple vertical pillars of light sprout from the ground. Use a continuous Reverse Wind Technique to avoid this Light Pillar attack.

The Giant Statue moves its hands close to its chest ...



... then pillars of light sprout from the ground.

If the Giant Statue rotates both hands in a large circle with a light behind it, prepare for the Flame Beam attack. A red beam of light shoots across the screen. Watch its path because a trail of flame follows shortly after the red beam. Stay away from the path of the beam to avoid the flames that follow.



Both hands rotate in a circle with a light behind the Giant Statue ...



... then a red beam shoots across the screen ...



... followed by a trail of flame.

The Giant Statue also uses both of his hands to sweep across the area in separate, widespread Hand Sweep attacks. In your current position on the far-left side of the screen you can avoid many of these attacks. The Giant Statue also uses a Hand Slam attack, in which it raises one hand into the air and then slams it to the ground. All of the Giant Statue's attacks can be used multiple times consecutively.



Hand Slam

Use the Reverse Wind Technique repeatedly to avoid the Hand Slam, then attack with Hayabusa's Strong Attack combo when the hand becomes stationary again. Simply wait for the hand to return to its original position, then attack with Hayabusa's Strong Attack combo (Strong Attack, Strong Attack). When the hand on the left side retracts, quickly move to the right side to start on the other hand. When the Giant Statue's health bar gets low, its head collapses to the ground. Quickly move around to its head and attack with Hayabusa's Strong Attack combo to finish it off.

BOSS BATTLE: SHADOW NINJA RASETSU



Close-Range Abilities: Unblockable Combos and Single Hits, Throw

Long-Range Abilities: Wind Projectile Technique, Regenerating Roar, Long-Range Stomp

Recommended Weapon: Dragon Sword, Level 1

Strategy: The Flying Swallow Technique does not work well, so rely on close-range combat to vanquish the Shadow Ninja. Stay close to prevent him from using his Wind Projectile technique. From a distance, Rasetsu consecutively shoots multiple Wind Projectiles that inflict damage even if they are blocked. He also pauses to roar, which slightly replenishes his health gauge. If you allow him to stay at a distance, he jumps into the air and comes down on top of Hayabusa or makes a mad rush toward you. If he uses either attack, use the Wind Run to avoid it.

Wind Projectile



Long-Range Stomp

At close range, use the first few attacks of the Piercing Dragon's Fang combo (▲,▲,▲,▲,▲), followed immediately by a Reverse Wind or Furious Wind. Many of Rasetsu's combos can be blocked, but it is best to continuously dodge to avoid his attacks. Rasetsu also has deceptively long range with his basic melee attacks and combos, so be cautious even if you're outside of Hayabusa's melee range.



Throw

When Rasetsu reaches approximately 20 percent health, he takes a knee for a brief moment. Use this

opportunity to execute an Obliteration Technique and finish the fight.

BOSS BATTLE: GIANT STATUE



Close-Range Abilities: Hand Sweep, Hand Slam, Hand Throw

Long-Range Abilities: Flame Beam, Light Pillar

Recommended Weapon: Dragon Sword, Level 1

Strategy: The Giant Statue attacks again, but this time it has quite a bit more health than before. It uses all of the same attacks and adds a new throw attack. Use a similar strategy to beat it. When it first appears, move the far left side, just to the left of his hand to avoid most of its hand attacks. If either hand reaches back, move toward the foreground to avoid the Hand Throw if it uses the attack.



Move to the far left side again.

Just like before, at some point the Giant Statue pulls its hands close to its chest and multiple vertical pillars of light sprout from the ground. Use a continuous Reverse Wind Technique to avoid this Light Pillar attack.

The Giant Statue moves its hands close to its chest ...



... then pillars of light sprout from the ground.

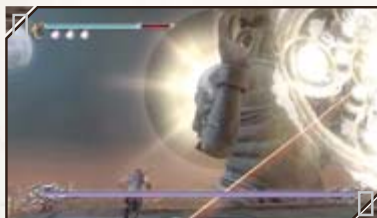


If the Giant Statue rotates both hands in a large circle with a light behind it, prepare for the Flame Beam attack again. Remember to watch the path of the red beam so you know where the trail of flame will erupt.

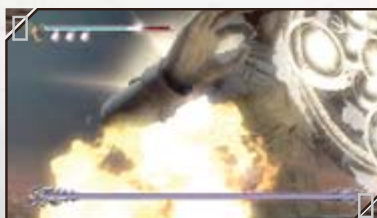


Both hands rotate in a circle with a light behind the Giant Statue ...

... then a red beam shoots across the screen ...



... followed by a trail of flame.



Use the Reverse Wind Technique repeatedly to avoid the Giant Statue's attacks, then attack with Hayabusa's Strong Attack combo when either hand becomes stationary again. When the hand on the left side retracts, quickly move to the right side to start on the other hand. When the Giant Statue's health bar gets to approximately 50 percent, its head collapses to the ground. Quickly move around to its head and attack with Hayabusa's Strong Attack combo. If you can deplete all of its health, an Obliteration Technique will follow, however this is extremely difficult given the amount of time you have before the Giant Statue raises its head again. At this point, it replenishes a portion of its health gauge and the fight continues until its health is low and its head drops again. You should now be able to use an Obliteration Technique to finish it off and complete the chapter.

CHAPTER 2: THE CASTLE OF THE DRAGON

BOSS BATTLE: GENSHIN



Close-Range Abilities: Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities: Ultimate Technique, Anti-Air Technique

Recommended Weapon: Dragon Sword, Level 2

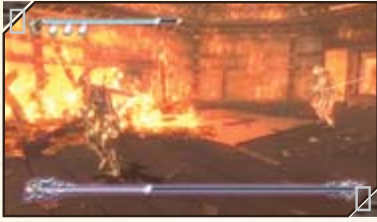
Strategy: The battle against Genshin is a battle between two skilled Ninja. From a distance, Genshin uses a technique comparable to Hayabusa's Ultimate Technique as well as some form of the Piercing Void ninpo. Both are very damaging and difficult to avoid, so stay as close as possible to Genshin. If he does execute the Ultimate Technique, immediately use the Reverse Wind to move away from Genshin as quickly as possible. Some of the attacks in Genshin's Ultimate Technique can be blocked, but others break through Hayabusa's guard and inflict damage, so stay on the move.



At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting it completely. Focus on the Undefeatable Demon

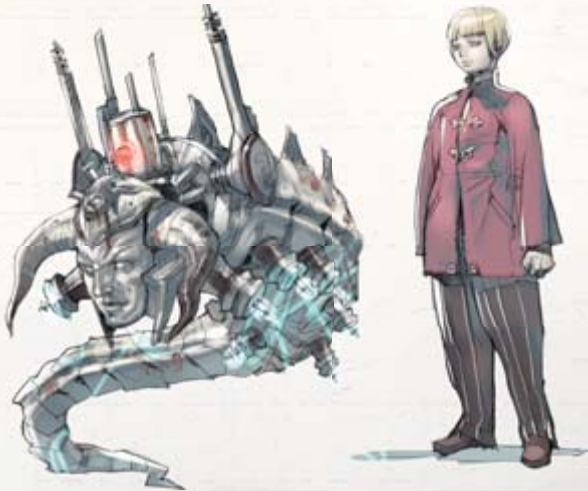
combo (Strong Attack, Strong Attack, Strong Attack) and Izuna Drop (Quick Attack, Strong Attack, Quick Attack, Quick Attack, Quick Attack, Strong Attack) as your primary source of damage. However, be cautious of a counterattack or parry. Should this happen, use the Reverse Wind, then continue with either combo.

Do not use the Flying Swallow or any other aerial attacks because Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance that Genshin's counter will miss, but it is far too risky to rely on. It is also not possible to use an Obliteration Technique against Genshin, despite the level of his health gauge.



CHAPTER 3: THUNDERCLAP OF CATASTROPHE

BOSS BATTLE: GIGADEATH



Close-Range Abilities: Untouchable Body, Face of Death

Long-Range Abilities: Projectile Attacks, Mini-Death Spawns

Recommended Weapons: Lunar Staff, Fiend's Bane Bow, Art of the Inferno

Strategy: This is a unique boss that inflicts damage if you touch it. The Fiend's Bane Bow and Lunar Staff are your weapons of choice for the battle. The boss moves from one end of the tunnel to the other, swaying from side to side and rapidly shooting fireballs from its head. You cannot block consecutive fireballs, but you can dodge them with precise timing. However, the boss can only shoot fireballs when it's facing you. If you stay behind it, the fireballs do not pose a threat.

Untouchable body

At some time during the battle, GigaDeath spawns a multitude of Mini-Deaths, smaller versions of itself. These Mini-Deaths act like homing missiles. When the Mini-Deaths spawn, defeat them with the Art of Inferno



ninpo magic. If you can no longer use ninpo, a well-timed Bladed Spider combo (←, ←) with the Lunar Staff also works to deflect the Mini-Deaths and avoid damage. At approximately 50 percent health, GigaDeath uses the Face of Death attack. If you see GigaDeath pause and shake in place, know that the Face of Death is coming. GigaDeath shoots a large face toward Hayabusa; it moves slower than the Mini-Deaths, but homes in just as well. As soon as you see GigaDeath pause and shake, move behind it as quickly as possible. This attack almost always inflicts at least 50 percent damage to Hayabusa, and has the ability to inflict well over 90 percent damage in some situations, so it is extremely important to avoid it at all costs.



Fireballs

When the battle begins, go into first-person view so the Fiend's Bane Bow automati-

cally locks onto GigaDeath. Shoot as quickly as possible as you carefully watch for GigaDeath to use one of its many attacks. When GigaDeath approaches, make sure you're far enough away to avoid its untouchable body. Even if you don't physically touch GigaDeath, if you're too close you'll still take damage.



Mini-Deaths

When GigaDeath stops to unleash a

volley of fireballs, try to get behind it. If you're too far away to get behind GigaDeath, use the Reverse Wind Technique repeatedly to avoid the projectile attack. You can battle GigaDeath by trying to remain behind it as often as possible, or by standing your ground and shooting as many arrows as possible. If you try to stay behind it, the battle takes longer, but it's a safer strategy. If you stand your ground, the battle will be over quickly, but you may end up using more health items. Repeat these tactics until the boss has been defeated, but be cautious of the Mini-Death attacks when GigaDeath is below 50 percent health.



Face of Death

The battle against GigaDeath is a quick fight if you stand your ground. It should be down to nearly 50 percent health or less by the time it spawns

Mini-Deaths for the first time. When GigaDeath's health is low, it stops moving and hunches over. When this happens, quickly run up to its head and use an Obliteration Technique to finish the fight.

CHAPTER 4: A CAPTIVE GODDESS

MID-BOSS BATTLE: GIANT BRUTE FIEND



Close-Range Abilities: Earthquake Slam, Unblockable Throw

Long-Range Abilities: Wind Breath, Projectile Attack

Recommended Weapon: Dragon Sword, Level 2

Strategy: This giant boss attacks by swinging its arms, slamming them to the ground (Earthquake Slam), as well as blasting you with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the Brute, so you must stay close to it while avoiding its attacks.

Projectile attack



Earthquake Slam



Attack the leg that is farthest back with any Strong Attack combo (▲,▲,▲), but keep on the move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath technique, which inflicts a significant amount of damage. If it moves near the cars or rocks at the far end of the area, the camera zooms out and it throws one of these objects at Hayabusa. Use the Reverse Wind or Wind Run to easily avoid the slow-moving projectile.



Wind Breath



Throw



Focus on its back leg.

Repeat these strategies until it reaches approximately 20 percent health

and drops its head to the ground. At this point, quickly run up to its head and use an Obliteration Technique to finish it off.

BOSS BATTLE: ALEXEI



Close-Range Abilities: Melee Combos

Long-Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapon: Dragon Sword, Level 2

Strategy: Alexei is not presently at full power, which makes this battle relatively easy. His projectile attacks are very difficult to avoid, even with the use of Wind Run. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, his Lightning Strike attack, and his extremely damaging long-range throw attack.

Long-Range Throw



Projectile Attack



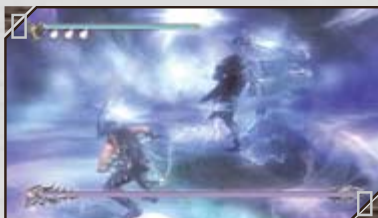
Alexei attacks as soon as the cinematic concludes, so be prepared to block or dodge immediately. Rush toward Alexei to get close to him as quickly as possible. This prevents him from using many of his long-range abilities. Alexei uses his projectile attacks as soon as you get outside of the Dragon Sword's attack range, so it is very important to keep a continuous flow between the Wind Run and any of Hayabusa's Strong Attack combos. Alexei also uses long- and short-range throws that cannot be blocked and inflict a significant amount of damage. Stay on the move as much as possible to avoid these.

Lightning Strike



If Alexei uses the Whirlwind Spin, charge an Ultimate Technique. It will not hit Alexei, but it avoids his attack and allows you to stay close to him in order to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when the Whirlwind Spin attack is over. The Ultimate Technique overrides any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws, so be prepared to use the instant charge upon landing from a Wind Run if you see Alexei going into the Whirlwind Spin.

Whirlwind Spin



At close-range Alexei uses several attack combos. Use Wind Run to avoid these, then counterattack with a Strong Attack combo of your choice. If the Strong Attack combo does not stun Alexei, stop mid-combo and use Wind Run or Reverse Wind to avoid the combo attack Alexei is about to unleash. If the combo stuns Alexei, follow up with another Strong Attack combo until Alexei is no longer stunned. Defeat Alexei to trigger a short cinematic, followed by a battle against the Statue of Liberty.

BOSS BATTLE: STATUE OF LIBERTY



Close-Range Abilities: Hand Slam, Hand Sweep

Long-Range Abilities: Projectile Attack, Lightning Pillar

Recommended Weapon: Dragon Sword, Level 2

Strategy: The battle against the Statue of Liberty is very similar to the battle against the Giant Statue in Chapter 1. When the battle begins stay on the far left side of the screen to avoid the Hand Sweep attack. You can block the Statue's Hand Slam and the ground lightning that emanates from the Hand Slam. Keep your guard up and wait for the Statue to stop using either hand attack, then use a combo on the hand as it is stationary. If it does not appear as though the hand will stop attacking, use the Reverse Wind to move over to the other hand and attack it instead. Always stay at close range to avoid the Statue's long-range attacks.



Hand Slam



Hand Sweep



Projectile attack following both hand attacks at 50 percent health.

Once the Statue is down to 50 percent health, it drops its head slightly and stops attacking for a brief period. Use the first-person view to auto-aim the Fiend's Bane Bow at the Statue's head and attack as quickly as possible. When the Statue moves again, stay between the two hands and move into first-person view to fire off a few arrows in between the Statue's attacks. At this point, every attack is followed by a ball of lightning projectile attack, so be careful to avoid it with a Reverse Wind before changing to the first-person view.

Lightning Pillar



Long-range projectile attack



When the Statue of Liberty is low on health, it bows its head one more time. Move toward the head and use an Obliteration Technique to finish it off and complete the chapter.

CHAPTER 5: THE SHRINE-MAIDEN'S BATTLE

MID-BOSS BATTLE: TENGU BROTHER



Close-Range Abilities: Basic Combos

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapon: Heavenly Dragon Naginata

Strategy: The Tengu Brother does not have a wide variety of attacks. At a distance he uses a projectile attack consisting of multiple kunai. He also uses a stomping attack that he can use from close range, but he primarily uses it from a distance.

Stay close to the Tengu Brother and use the Reverse Wind Technique to avoid his combo. As soon as his combo is completed, use a combo of your choice. After your combo, continue using the Reverse Wind Technique until the Tengu Brother completes another combo. You only need to get the Tengu Brother down to approximately 50 percent health before he teleports away.

BOSS BATTLE: TENGU BROTHERS



Close-Range Abilities:
Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities:
Projectile Attack, Long-Range Stomp

Recommended Weapon: Heavenly Dragon Naginata

Strategy: This Tengu Brothers battle is the same as the last except that you must now fight both brothers at once. The brothers have the same attacks as you saw before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into the air. However, once one brother has been defeated, almost every stomp will be followed by a second one. They will use the stomps from close range as well.

CHAPTER 6: THE AQUA CAPITAL

BOSS BATTLE:
WATER DRAGON

Basic combo



Whirlwind Spin



Unblockable throw



Focus on the blue brother first, ignoring the other brother. Stay close to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with Momiji's Dancing Maple combo (▲▲▲▲). Be careful of the last hit in the combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.

Projectile attack



Stomp



When you have defeated the first Tengu, the second one becomes much easier to deal with and takes considerably more damage from each of your attacks. Collect the Blue Essence that appears after you defeat the first Tengu Brother; then quickly close in on the second to prevent him from using long-range attacks. Follow the same strategy used against the first brother to take down this one quickly and easily.

Close-Range Abilities: Tentacle Stab, Tentacle Strike

Long-Range Abilities: Projectile Attack, Undead Fish

Recommended Weapons: Dragon Sword, Level 2; Howling Cannon

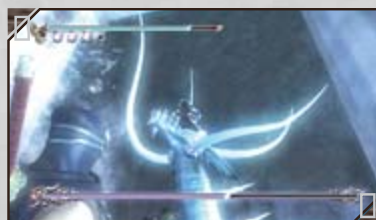
Strategy: The battle against the Water Dragon can be fought one of two ways. An agile Ninja can stay on the platform you start on and use the Howling Cannon to hit the Water Dragon's head and inflict enough damage to take it down in a relatively short period of time. There isn't a lot of room to move around on the platform, but all of the Water Dragon's attacks are fairly easy to evade even on the small platform.

If you get knocked off the platform and are forced to fight in the water, this limits Hayabusa's abilities. From a distance, the Water Dragon sends Undead Fish to attack you and uses a wide-range projectile attack. At close range the Water Dragon uses its tentacles to stab Hayabusa, transitioning into a throw, or to strike the water to send a projectile-like wave toward Hayabusa.

Tentacle Strike



Tentacle Stab



Dive underwater and attack the Water Dragon's underbelly, until you see its tentacles begin to attack the water around you. At this point, swim back to the surface and run around the Water Dragon in a circle until the Tentacle Stab attack has concluded. When the Water Dragon sends Undead Fish toward you, switch to the Dragon Sword and make quick work of them.

Projectile attack



Undead Fish



Repeat this process until the Water Dragon has been defeated.

CHAPTER 7: THE LYCANTHROPE'S CASTLE

MID-BOSS BATTLE: UNDEAD MONSTER



Close-Range Abilities: Bone Eater, Spin Attack, Unblockable Throw

Long-Range Ability: Bone Kick

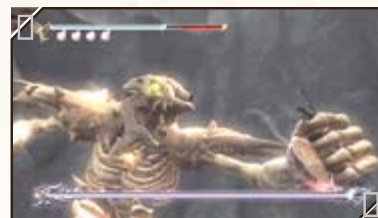
Recommended Weapons: Dragon Sword, Level 2; Howling Cannon

Strategy: As soon as the boss battle begins, switch back to the Dragon Sword and run to the right or left. When the Undead Monster rears its foot back, use the Wind Run to avoid the Bone Kick. This inflicts damage at close range, and acts like a projectile attack if Hayabusa is at a distance. This is the only attack you have to worry about at a distance, so continue to circle the Undead Monster until you're behind it. At this point run in and use the Undefeatable Demon combo (▲▲▲) on the Undead Monster's back leg. If it begins to spin, quickly jump away to avoid taking damage.

Bone Kick



Throw



Spin attack



Attack the Undead
Monster's back leg ...



... or use the Azure
Swallow ...



... then fire the Howling
Cannon when it
stumbles.



An alternative attack strategy is to attack from the maximum range of the Azure Swallow combo (While Jumping Forward ⇨+▲▲). This takes longer as the Azure Swallow combo does not inflict as much damage, but it works if you're having trouble getting close to the Undead Monster. Just be careful not to attack as the Undead Monster prepares one of its attacks because you will not be able to block it while performing the Azure Swallow.

Use either offensive strategy until the Undead Monster stumbles back. Use first-person view with the Howling Cannon to fire off several shots at the glowing orb in the Undead Monster's chest. When it stands back up, repeat the process until it is defeated.

BOSS BATTLE: VOLF, THE INVINCIBLE RULER OF STORM



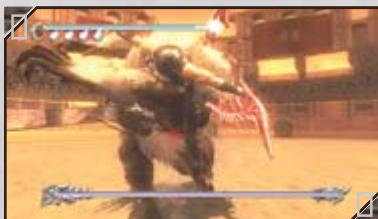
Close-Range Abilities: Scythe Combos, Spin Attack, Unblockable Throw

Long-Range Ability: Charge

Recommended Weapons: Enma's Fang, Level 2

Strategy: To battle head-to-head against Volf, you must remain on the move as much as possible. Volf attacks with multiple Scythe combos. If he is spinning, use the Wind Run to get away from fast. It is possible to block his spin attack, but you'll still take damage. He follows the spin attack with at least one Scythe attack, and sometimes two. If he is using any other Scythe combo, the first few attacks can be blocked without taking damage, but the last two to three attacks in each combo inflict damage to Hayabusa whether you are blocking or not.

Charge



Spin Attack

From a distance, Volf roars, then uses his charge. The only way to avoid the charge is to use the Wind Run as Volf approaches. Be cautious as Volf can also use the charge from close range, although he does not do so as frequently.

It's best to attack Volf from close range with any of the strong attack combos from Enma's Fang because the Flying Swallow is difficult to land. Wait for Volf to initiate one of his combos, then use the Reverse or Furious Wind to move just outside of his attack range. At this point, charge up an Ultimate Technique 1 and unleash it as soon as you reach the necessary charge. Alternately, you can block all but the last few hits of Volf's combos, then use the Furious Wind to avoid the last few hits and immediately charge an Ultimate Technique 1 or use any of Enma's Fang's strong attack combos.



Scythe combos



Throw

Any time you are not charging an Ultimate Technique, you must remain on the move. Volf's throw is extremely damaging, as is the charge. If you remain stationary, both of these attacks can hit Hayabusa with ease. After you defeat Volf, a brief cinematic plays and you obtain the Eclipse Scythe.

Once you have the weapon, a horde of Beastmen attack. Stay on the move and only engage the Beastmen if they're close to you. After a short period another cinematic begins and the chapter comes to an end. You do not have to defeat all of the Beastmen to complete the chapter.

CHAPTER 8: CITY OF THE FALLEN GODDESS BOSS BATTLE: MARBUS



Close-Range Ability: Unblockable Throw

Long-Range Abilities: Projectile Attack, Spiral Flight, Aerial Charge

Recommended Weapon: Inferno Hammer

Strategy: This early battle against Marbus is not difficult, save for the Lesser Fiends that fight alongside him. Take them out as quickly as possible while avoiding Marbus' many attacks. After the Lesser Fiends have been dispatched, stay close to Marbus while he's in the air. Use the Reverse Wind to avoid his multi-fireball projectile attack, Spiral Flight, and Aerial Charge.

Unblockable throw



Spiral Flight



While he's stationary in the air, you can hit him with any of Rachel's

jumping attacks. After the Spiral Flight, he remains on the ground for a short time. Use this opportunity to attack with a combo of your choice until he retreats

to the air again. The lower his health gauge, the less time he spends on the ground after the Spiral Flight attack and the more you'll have to hit him in the air.



Projectile attack



Aerial Charge

At close range, Marbus may use an unblockable throw, but this is rare

and it will not hit you if you continue to move whenever you're not attacking him. When the Lesser Fiends reappear, defeat them and continue your strategy to quickly take down Marbus.

CHAPTER 9: THE FLYING FORTRESS DAEDALUS BOSS BATTLE: GENSHIN



Close-Range Abilities: Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities: Ultimate Technique, Anti-Air Technique, Projectile Attack

Recommended Weapon: Dragon Sword, Level 2

Strategy: The second battle against Genshin is very similar to the first. This is once again a battle between two skilled Ninja. Genshin uses an Ultimate Technique and a ninpo similar to the Art of the Piercing Void from a distance or from close range, although both attacks are more frequent when he is at a distance. If he uses either ability, immediately use the Reverse

Wind to move away from him. From a distance, he also throws multiple flaming shuriken that ignite if they hit Hayabusa. Stay close to Genshin to limit the use of his Ultimate Technique and prevent him from using his projectile attack.

Combos



Ultimate Technique



At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting them completely. Use the Dragon Sword and move in circles around Genshin with the Reverse Wind Technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Projectile Attack



Ninpo



Do not use the Flying Swallow or any other aerial attacks because Genshin can counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on that. After you defeat the first boss, a cinematic plays, then a second boss battle begins.

BOSS BATTLE: FLAMING ARMADILLO



Close-Range Ability: Kick

Long-Range Abilities: Flame Breath, Armadillo Roll, Meteor Attack

Recommended Weapon: Dragon Sword, Level 2

Strategy: As soon as the battle begins, run toward the Flaming Armadillo with a slight angle to the right. If you delay, it may use its Flame Breath attack. It starts from the left and moves its head around to the right in a complete half-circle. If you are not quick enough, there's no way to avoid the attack. However, by moving immediately, you have enough time to avoid the attack, and if the Flaming Armadillo uses the Flame Breath attack, you can move around behind it to attack.



Kick

The battle against the Flaming Armadillo is

very similar to the battle against the Giant Brute Fiend. Do not be afraid of its large size and stay at close range. The goal is to use the Flying Swallow or any Strong Attack combo to hit its back legs or tail. When it is low on health and lowers its head, use an Obliteration Technique to seal the deal.



Armadillo Roll

If you find yourself at a distance, stay to the side of the Flaming Armadillo. If you remain directly in front of it, the boss uses the Flame Breath attack. When you attempt to attack its feet, watch for the kick attack. It can be blocked, but it is difficult to see it coming if you're just spamming attacks. If it rolls up into a ball, continuously use the Wind Run until it returns to its normal state. This is the only way to ensure that you avoid the Armadillo Roll attack.

Meteor Attack



When the Flaming Armadillo reaches 50 percent health, it goes into a rage and uses the Meteor Attack and Armadillo Roll much more frequently and often simultaneously. The Meteor Attack gives you an opportunity to move in and attack its legs. Avoid attacking the boss's tail at this point because you're much more susceptible to the Meteor Attack at that distance. The attack has very low accuracy, but keep an eye on the trajectory of the meteors and use the Wind Run if one is heading toward you.

Flame Breath



Once the Flaming Armadillo has been defeated, either by means of an Obliteration Technique or a standard attack, put up your guard and do not drop it until the cinematic begins. The Flaming Armadillo explodes and kills Hayabusa if your guard is not up.

CHAPTER 10: SUBMIT, OR DIE!

MID-BOSS BATTLE: GIANT BRUTE FIEND



Close-Range Abilities: Earthquake Slam, Wind Breath

Long-Range Abilities: None

Recommended Weapon: Dragon Sword, Level 3

Strategy: The Giant Brute has not changed since you last fought it as the mid-boss of Chapter 4. It still attacks by swinging its arms, slamming them to the ground (Earthquake Slam), and blasting Hayabusa with a gust of destructive wind from its mouth (Wind Breath). Keep your guard up at all times and use the Reverse Wind to continuously dodge its Earthquake Slam and swinging arms. Projectile attacks do not work well on the brute, so you must stay close to it while avoiding its attacks.



Earthquake Slam

Attack the leg that is furthest back with any

Strong Attack combo (▲▲▲), but keep on the move. If you focus on its back leg, it will have a difficult time attacking you. Do not stay in front of it or else it uses the Wind Breath technique, which inflicts a significant amount of damage. This time around, it uses the Wind Breath much faster and more frequently, so be cautious when you're anywhere near the front of the Fiend.



Wind Breath



Throw



Focus on its back leg

Repeat these strategies until it reaches approximately 20 percent health and drops its head to the ground. Seize the moment to quickly run up to its head and use an Obliteration Technique to finish it off.

BOSS BATTLE: ZEDONIUS, RULER OF THE FLAME



Close-Range Abilities: Flame Spire, Unblockable Throw, Parry, Counterattack

Long-Range Ability: Projectile Attack

Recommended Weapon: Dragon Sword, Level 3; Enma's Fang, Level 2

Strategy: Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance, he uses a multi-fireball projectile attack and a Flame Spire similar to the Flame Column that Ninpo Ninja use. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run Technique to avoid his long-range attacks.

Projectile Attack



At close range use the Reverse Wind and Furious Wind to move in circles around Zedonius. You can initiate an attack before Zedonius attacks, but he can parry or counterattack. Wait for him to use an attack combo, but be very careful to avoid the last few attacks. Sometimes he uses a three-hit combo; other times it will be four or five hits. If it's a three-hit combo, the last two hits are always delayed, and each additional hit comes with a very slight delay. Upon dodging the last attack in his combo series, Zedonius is vulnerable to a counterattack. This is your best opportunity to attack him.

Flame Spire



Shortly after the fight begins, Zedonius summons several Water Demons to assist him.

He summons them repeatedly if you defeat them, but they do not constantly respawn. Use Enma's Fang on Zedonius, and the Dragon Sword on the Water Demons. If you can remain focused on Zedonius while the Water Demons are attacking, ignore them. If the Water Demons get in your way, switch to the Dragon Sword and take them out, but do not venture far from Zedonius, as he will take his advantage and use his long-range attacks while you are occupied. Always use the Izuna Drop on the Water Demons because it can damage Zedonius if it's performed close enough, and the speed of the Dragon Sword Izuna Drop is usually fast enough to avoid potential attacks from Zedonius while you're focused on the Water Demons.

CHAPTER 11: NIGHT IN THE CITY OF WATER BOSS BATTLE: OBABA



Close-Range Abilities: Melee Combo, Globe Flip, Tornado Spin

Long-Range Abilities: Projectile Attack, Unblockable Throw, Long-Range Stomp

Recommended Weapon: Fuma Kodachi

Strategy: It is imperative to stay close to Obaba and to either side or behind her. She has only two close-range attacks other than her basic melee combo. The first is a Tornado Spin, which has a lengthy starting animation, which gives you plenty of time to jump away out of reach. Her other close-range attack is the Globe Flip, which also has a long starting animation. When you see the Witch do a handstand, quickly move away from her with either a jump or a Reverse Wind.



Globe Flip

Tornado Spin

From a distance, and virtually any time you're in front of the Witch, she uses three different attacks. The most dangerous is her unblockable throw. She extends an arm to reach quite a distance in front of her, and if Ayane is caught, she takes a decent amount of damage. The only ways to avoid this are to either be very far away from the Witch, or do not stay directly in front of her.



Projectile Attack

The Witch's projectile attack consists of her summoning several bats above her head, then throwing them at Ayane. It looks very similar to the Art of the Piercing Void ninpo, but the long windup animation before she throws the bats gives you plenty of time to use a continuous Reverse Wind to avoid them. Obaba always throws at least three bats, so be prepared to dodge all of them.



Throw



Stomp



When the Witch jumps into the air, she uses the stomp attack at least two times in a row. The first rarely follows Ayane, but the second has much better accuracy. Stay on the move, using jumps and the Reverse Wind to avoid both attacks.

Stay behind or to the side of the Witch ...



... and use Ayane's Violet Fireblade combo.

The easiest way to defeat Obaba is to stay as close to her as possible and try to get behind her at all times. If you can't get behind her, at least keep to either side. Once you're in position, use Ayane's Violet Fireblade combo (■■■■■■■) repeatedly until the Witch starts to attack. If she uses her melee combo, perform the Reverse Wind to avoid it and continue your attack. If she starts any of her other attacks, take the proper steps to evade them and get back into position to use the Violet Fireblade combo. With continuous use of the combo, the Witch goes down very quickly.

CHAPTER 12: HEART OF DARKNESS

BOSS BATTLE: FLAME DRAGON



Close-Range Abilities: Flame Eruption, Flame Spire, Tail Swipe

Long-Range Abilities: Flame Breath, Flame Path

Recommended Weapon: Enma's Fang, Level 3

Strategy: The battle against the Flame Dragon is very much like the battle against the Flaming Armadillo. The two bosses have similar attacks. Both share the Flame Breath, which is almost identical; the Flame Dragon's version moves from the right side of the screen to the left instead of the other direction.



Flame Eruption

CHAPTER 13: THE TEMPLE
OF SACRIFICEMID-BOSS BATTLE:
QUETZALCOATL**Close-Range Ability:** Fire Beam**Long-Range Ability:** Fireball**Recommended Weapon:** Fiend's Bane Bow

Strategy: From a distance Quetzalcoatl attacks with three consecutive fireballs, similar to the fireballs the Flying Demons use. At close range, Quetzalcoatl uses the fireballs, as well as the Fire Beam projectile attack. Quetzalcoatl pulls its head back and shoots a red beam that's immediately followed by a trail of fire. Use the Reverse Wind or jump out of the way to avoid it.

*Fire Beam*

Equip the Fiend's Bane Bow and keep Hayabusa in first-

person view. Continue to shoot arrows at Quetzalcoatl as he moves, and do not stop until he is about to attack. After each attack, go back into first-person view and continue shooting a barrage of arrows. It will not take long to defeat Quetzalcoatl in this manner.

*Fireball*

You can also use the Howling Cannon, which inflicts more damage

than the Fiend's Bane Bow. However, because it shoots slower, it's harder to hit Quetzalcoatl with the Howling Cannon.

Flame Breath

When the Flame Dragon stands on its hind legs, use a continuous Reverse Wind to avoid the coming Flame Spire, as it erupts from Hayabusa's last position. If the Dragon rises into the air, use another continuous Reverse Wind to avoid the Flame Path as he flies to the other side of the stage. At close range, if the Dragon begins to spin, jump away or use a quick Reverse Wind to avoid its Tail Swipe attack.

Flame Spire*Flame Path*

When the battle begins, run toward the left side of the Dragon to avoid its Flame Breath. Stay around its hind legs and use the Shattering Crucible combo (■ ■ ■ ■ ■) until it uses the Flame Spire or Tail Swipe attacks. Dodge the attacks and continue your offensive. When the Flame Dragon's health reaches 50 percent, it drops to the ground. Perform an Obliteration Technique to cut off its tail and prevent it from using the Tail Swipe again.

Tail Swipe

At this point, the fire on the back of the Flame Dragon erupts and you can no longer get close to either side of it or else you'll take damage from the fire. Stay behind it and continue to attack its hind legs until it drops to the ground again. When this happens, perform one last Obliteration Technique to finish it off for good.

BOSS BATTLE: ELIZÉBET, RULER OF THE BLOOD, QUEEN OF THE GREATER FIENDS



Close-Range Abilities: Tail Stab, Heartbeat

Long-Range Ability: Flash Dive

Recommended Weapon: Enma's Fang, Level 3

Strategy: Elizébet moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She telegraphs the attack by letting out a slight hum and shifting her wings into the air when she's aerial.

Flash Dive

At close range, she uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She also summons a heart that floats in midair and attacks Hayabusa with a stream of blood. At the end of her attack combos, she also uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, but this is rare until her health is below 50 percent, at which point it's not uncommon to see her use it up to three times in a row by itself or in a combo.



Heartbeat

Use Enma's Fang and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple Tail Stab, use Furious Wind to avoid the attacks, then immediately use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲). If she doesn't end her combo with the stab, she'll end it with three melee attacks that look like she's using a sword.



Tail Stab

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or perform Reverse Wind in a constant direction to evade the stream of blood. When she floats in the air, use the Hades Drop (While Jumping ■ ■ ■ ■), or switch to the Dragon Sword and use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on either combo.

CHAPTER 14: A TEMPERED GRAVESTONE

MID-BOSS BATTLE: TENGU BROTHERS



Close-Range Abilities: Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapon: Heavenly Dragon Naginata

Strategy: This Tengu Brothers mid-boss battle is the same as the previous Tengu Brothers battle. Both brothers have the same attacks as before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into the air. However, once one has been defeated, almost every stomp the remaining brother makes will be followed by a second, and he will use the stomp from close range as well.

Basic combo



Focus on the blue brother first, ignoring the other brother for now. Stay close to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with the True Dragon Sword's Undefeatable Demon combo (▲▲▲), which inflicts significant damage. Be careful of the last hit in the Tengu's combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.

Projectile Attack



Stomp



When one Tengu's health is down to approximately 20 percent, it teleports away, leaving you with only one Tengu left to defeat. Quickly close in on the second brother to prevent him from using long-range attacks. Follow the same strategy you used against the first brother to take this one down quickly and easily.

MID-BOSS BATTLE: TENGLU BROTHER



Close-Range Abilities: Basic Combos, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapon: True Dragon Sword

Strategy: This mid-boss battle is similar to the mid-boss battle Momiji faced, except this time several Melee Ninja are around to assist the Tengu Brother. Take care of the Melee Ninja first before engaging the Tengu Brother.

At a distance, the Tengu uses a projectile attack that consists of multiple kunai. He also uses a stomp attack that he can use from close range, but primarily uses from a distance. If he blocks one of Hayabusa's combos, watch out for his unblockable throw that looks similar to the Izuna Drop. It can be avoided with a quick Reverse Wind, but you must be ready for it as soon as Hayabusa's combos come to an end.

Stay close to the Tengu Brother and use the Reverse Wind Technique to avoid his melee combo. As soon as his combo is completed, use a combo of your choice. After your combo, continue using the Reverse Wind Technique until the Tengu Brother completes another combo. When the Tengu Brother has been defeated, a clone of the same Tengu Brother appears for a second battle. Fight him exactly the same way you fought the first one.

BOSS BATTLE: GENSHIN



Close-Range Abilities: Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities: Ultimate Technique, Anti-Air Technique, Art of Piercing Void Ninpo

Recommended Weapon: True Dragon Sword

Strategy: The third battle against Genshin is very similar to the first two. This is once again a battle between two skilled Ninja.

Combos



Genshin uses an Ultimate Technique from a distance or from close range, although it is much more frequent when he is at a distance. If he uses the Ultimate Technique, immediately use the Reverse Wind to move away from him. Stay close to Genshin to limit his use of his Ultimate Technique.

Ultimate Technique



At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from either Ultimate Technique, halting them completely. He can also use a ninpo that's very similar to the Art of the Piercing Void from close range, or at a distance. This attack cannot be blocked, so if you see him begin to charge it, be prepared to jump out of the way

or use the Reverse Wind to evade it. The attack is very linear, which makes it easy to avoid with a single Reverse Wind, but it comes out very fast after Genshin's initial charge.



Ninpo

Use the True Dragon Sword and move in

circles around Genshin with the Reverse Wind Technique until he attacks. Block his attack or combo, then counterattack with a short combo. Be careful of a counterattack or parry. Should this happen, use the Reverse Wind, then wait for Genshin to attack again.

Do not use the Flying Swallow or any other aerial attacks, as Genshin has the ability to counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.

CHAPTER 15: QUICKENING DEVASTATION

MID-BOSS BATTLE: MARBUS



Close-Range Ability: Unblockable Throw

Long-Range Abilities: Projectile Attack, Spiral Flight, Aerial Charge

Recommended Weapons: True Dragon Sword; Enma's Fang, Level 3

Strategy: This battle against Marbus is more difficult than when you fought him as Rachel. This time the Lesser Fiends that fight alongside him are much stronger and will cause trouble if you don't take care of them as quickly as possible. Eliminate them with the True Dragon Sword while avoiding Marbus' many attacks. Once they've been dispatched, switch to Enma's Fang and stay close to Marbus while he's in the air. Use the Reverse Wind to avoid his multi-fireball projectile attack, Spiral Flight and aerial charge.

Unblockable throw



Spiral Flight



While he's stationary in the air, you can hit him with any of Hayabusa's jumping attacks, although the Flying Swallow works best. You can also use Enma's Fang and hit him with the first attack of the Bronco Smash (▲). After the Spiral Flight, he remains on the ground for a short time. Use this opportunity to attack with a combo of your choice until he retreats to the air again. The lower his health gauge, the less time he spends on the ground after the Spiral Flight attack and the more you'll have to hit him in the air. When his health is very low, he moves around quite a bit in the air. Follow him with the Flying Swallow because it has the most range of all of Hayabusa's aerial attacks.

Projectile attack



Aerial Charge



At close range, Marbus may use an unblockable throw attack on the ground or in the air, but this is rare and it will not hit you if you keep moving when not attacking him. When the Lesser Fiends reappear, defeat them and continue your strategy to quickly take down Marbus.

MID-BOSS BATTLE: EVIL ZEDONIUS



Close-Range Abilities: Flame Spire, Unblockable Throw, Fire Eruption, Flame Beam, Flight, Parry, Counterattack

Long-Range Abilities: Projectile Attack, Fire Stomp

Recommended Weapons: True Dragon Sword; Enma's Fang, Level 3

Strategy: The second battle against Zedonius is very similar to the first. The main difference is that you can be knocked into the lava, which continuously inflicts damage. His only new attack is the Flame Beam, but if you stay on top of Zedonius and constantly attack him, he will not use it. If he does initiate the Flame Beam, use the Wind Run or Reverse Wind to avoid it.

Flame Beam



Fire Stomp



Stay close to Zedonius to avoid his many long-range attacks. If you stay at a distance, Zedonius uses a multi-fireball projectile attack, a Flame Spire similar to the Flame Column the Ninpo Ninja use, and a Fire Stomp that is difficult to avoid. If you find yourself at a distance, watch Zedonius carefully and be prepared to use the Wind Run or Reverse Wind Technique to avoid his attacks.

Fireball projectile attack

At close range, use the Reverse Wind and Furious Wind to move in circles around Zedonius. Use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) as your main source of damage. Do not wait for Zedonius to attack; simply use this combo over and over to inflict as much damage as possible in a short time.



Flame Spire



Fire Eruption

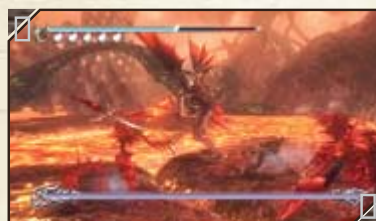


If you do not have Enma's Fang at Level 3, it is still possible to use this strategy, but the damage is significantly less. Instead, use the True Dragon Sword. You can initiate an attack before Zedonius attacks, but he can parry or counterattack. Wait for him to use an attack combo, but be very careful to avoid the last two attacks. During the last two hits of his combos, his fist is engulfed in flame, which stuns Hayabusa and inflicts significant damage even if both attacks are blocked. However, upon dodging these two attacks, Zedonius is vulnerable to your counterattack. This is your best opportunity to attack him.

Throw



Shortly after the fight begins, Zedonius summons several Water Demons to assist him just like the previous battle. Zedonius summons the Water Demons on a regular basis if you defeat them, but they do not constantly respawn. It is imperative that you take out the Water Demons before engaging Zedonius. These are higher level Water Demons that can inflict serious damage to Hayabusa if left alone. Even if Zedonius has low health, leave him alone and defeat the Water Demons before focusing on Zedonius. Do not venture far from Zedonius while fighting the Water Demons because he will use his long-range attacks.



Water Demons

If Zedonius takes flight, use the Flying Swallow to bring him down, or stay directly below him and watch out for the Flame Spire.

BOSS BATTLE: EVIL VOLF



Close-Range Abilities: Unblockable Scythe Combos, Unblockable Throw

Long-Range Abilities: Unblockable Charge, Unblockable Scythe Thrust

Recommended Weapons: Enma's Fang, Level 3; Art of the Inferno

Strategy: While there are many similarities between this battle against Volf and the previous one, there are also a number of differences. The battle begins with a herd of Centaurs that continuously circle and attack Hayabusa. The best way to handle the Centaurs is to use the Art of the Inferno ninpo. If you have a full Ki gauge or a few Devil's Way Mushrooms, you should be able to take out all of the Centaurs with the Art of the Inferno. If you target three Centaurs per ninpo, they can be defeated in five attacks or less.



Scythe combos

If you do not have the necessary Ki for this strategy, use the Flying Swallow to attack the Centaurs from a distance. Do not attack them head-on as they're charging toward you. Wait for them to stop and rear up on their hind legs before you attack them with anything other than the Flying Swallow. Try to focus on one Centaur at a time to take it down as quickly as possible.

Throw

When the Centaurs have been defeated, Volf appears. Go directly toward him and use the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲) with Enma's Fang. This is the best combo to inflict significant damage to Volf. If every attack connects, it should take only four or five combos to bring Volf down.



Charge

When Volf initiates his combo attacks, stay out of his attack range and close in with a Wind Run, followed by the previously mentioned combo. Volf does not use the unblockable charge every often, so all you need to worry about are his Scythe combos and his throw from close range. Move out of his attack range as soon as he begins his combos and you will avoid both.



Scythe Thrust

From a distance, Volf uses an unblockable Scythe Thrust. He slams his Scythe to the ground, which causes a shock wave that cannot be blocked. Use the Wind Run or Reverse Wind to avoid this attack, and then close in on him as quickly as possible to prevent him from using it excessively.



Close-Range Abilities: Basic Combos, Whirlwind Spin, Unblockable Throw

Long-Range Abilities: Projectile Attack, Long-Range Stomp

Recommended Weapons: True Dragon Sword, Enma's Fang

Strategy: This Tengu Brothers battle is the same as the last except that the area you fight in is much smaller, which makes it difficult to focus on one brother over the other. The brothers have the same attacks as before. If either brother begins to spin in a circle, move away as quickly as possible. The Whirlwind Spin is difficult to avoid, but has a relatively short range of attack. A single jump away from the enemy is usually enough to get away from the attack. When both brothers are still alive, they will generally use only one stomp when they jump into the air. However, once one Tengu Brother has been defeated, almost every stomp will be followed by a second one and the surviving brother will use stomps from close range as well.



Basic combo



Whirlwind Spin



Unblockable throw

Stay close to whichever brother you're currently targeting to prevent him from using his projectile attack, and use the Reverse Wind Technique to avoid his combos and unblockable throw. When his combos come to an end, attack with the True Dragon Sword or Enma's Fang. Be careful of the last hit in the combo because it can be difficult to dodge. Once the combo starts, use precise Reverse Wind Techniques to dodge each attack individually instead of simply repeating the Reverse Wind carelessly.



Projectile attack

CHAPTER 16: THE UNDER WORLD ABYSS

MID-BOSS BATTLE: TENGU BROTHERS



Stomp



When you have defeated the first Tengu, the second one becomes much easier to deal with. Close in on the second Tengu to prevent him from using long-range attacks. Follow the same strategy used against the first brother to take down the remaining brother quickly and easily.

BOSS BATTLE: EVIL ALEXEI



Close-Range Abilities: Basic Combos, Lighting Rage

Long-Range Abilities: Projectile Attack, Whirlwind Spin, Long-Range Throw, Lightning Strike

Recommended Weapons: True Dragon Sword, Enma's Fang

Strategy: Alexei is now at full power, which makes this battle slightly more difficult than the last time you fought him. His projectile attacks are still very difficult to avoid and he uses them in conjunction with an unblockable throw quite frequently. Stay as close to Alexei as possible to prevent him from using a volley of lightning projectile attacks, the Lightning Strike attack, and his extremely damaging long-range throw attack.

Long-range throw



Use the Broken Reincarnation combo (■ ■ ♣ ■ ■ ■ ▲) with Enma's Fang continuously

to keep Alexei at bay. Most of the attacks from Enma's Fang will stun Alexei, but if he does not look stunned, use the Reverse Wind to move in circles around him in anticipation of an attack.

Lightning Rage



Whirlwind Spin



When Alexei takes flight, use the Flying Swallow to bring him

down. If he simply jumps into the air, quickly jump away or use the Reverse Wind to get out of his attack range. This is the indicator that Alexei is about to use his long-range throw. This cannot be blocked, so you must get out of its range.

Projectile attack



Lightning Strike



If Alexei uses the Whirlwind Spin, charge an Ultimate Technique

or use a ninpo magic to avoid the attack and stay close to him to avoid a follow-up projectile attack. You can also use the Wind Run, but that generally puts you at a distance when the attack is over. The Ultimate Technique and ninpo override any attack Alexei is attempting to use, including his Whirlwind Spin attack and throws.

CHAPTER 17: POISONED BLOOD

MID-BOSS BATTLE: EVIL GENSHIN



Close-Range Abilities: Strong and Weak Combos, Counterattack Technique, Parry Technique

Long-Range Abilities: Ultimate Technique, Anti-Air Technique, Projectile Attack

Recommended Weapon: Enma's Fang, Level 3

Strategy: This is the fourth and final battle against Genshin. It is very similar to the first three fights and requires the same strategy.

Genshin uses an Ultimate Technique from a distance or from close range, although it is much more frequent when he is farther away. If he uses the Ultimate Technique, immediately use the Reverse Wind to move away from him. Stay close to Genshin to limit his use of the Ultimate Technique. If you allow him to stay at a distance, he also uses an upgraded variation of his triple flaming kunai projectile attack.

Projectile attack

At close range, Genshin can counter or parry Hayabusa's attacks. This includes the first attack from both Ultimate Techniques, halting them completely. He has the ability to counterattack by teleporting above Hayabusa and coming down with a flaming attack. Use the Broken Reincarnation combo (■ ■ ■ ♣ ■ ■ ▲) because not only does it inflict significant damage, but it also moves Hayabusa forward during the combo. If Genshin uses his teleport counterattack, he will miss Hayabusa due to this forward movement.



Counterattack

Use the Reverse Wind to move in circles around Genshin until he attacks. Block his attack or combo, then counterattack. It is very important to continuously move during Genshin's combos because he can use an Izuna Drop throw in the middle of his combo. If you are stationary, the throw will connect, whether you're blocking or not. Do not use the Flying Swallow or any other aerial attacks, as Genshin can counter any aerial attacks Hayabusa uses. There is a chance Genshin's counter will miss, but it is far too risky to rely on.

MID-BOSS BATTLE: EVIL ELIZÉBET



Close-Range Abilities: Teleport, Tail Stab, Heartbeat

Long-Range Abilities: Flash Dive, Heart Eruption

Recommended Weapons: Enma's Fang, Blade of the Archfiend

Strategy: This battle is nearly identical to the previous fight against Elizébet. She moves around the room shifting from the ground to the air. From a distance she uses the Flash Dive, which is an extremely fast teleporting attack that inflicts damage if Hayabusa does not block or evade. She does not telegraph the attack this time around, so be cautious any time she takes flight.



Heart Eruption

When she's flying she can use her Heart Eruption throw from a distance. At first glance it appears as though she's about to use the Heartbeat attack, but instead of a stream of blood following Hayabusa, a pool of blood surrounds him and Elizébet stabs him with her tail in an unblockable attack. If you see a pool of blood surround Hayabusa, use the Wind Run to quickly jump out of the way.

Flash Dive

At close range, Elizébet uses a shorter version of the Flash Dive that acts more like a teleport than an attack. She uses this frequently when her health gauge is low. She also uses her Heartbeat attack, which summons a heart that floats in midair and attacks Hayabusa with a stream of blood. At the end of her attack combos, she uses a Tail Stab that transitions into a throw. The Tail Stab can be done outside of a combo, which happens often when she has low health.

Heartbeat

Use the Blade of the Archfiend or Enma's Fang and get as close to Elizébet as you can. Wait for her to initiate a combo and block the first few attacks. When she shifts into a triple Tail Stab, use Furious Wind to avoid the attacks, then immediately use a combo of your choosing.

Tail Stab

If she gets away from you and uses the Heart Blood attack, continuously run, Wind Run, or Reverse Wind in a constant direction to evade the stream of blood that follows. When she floats in the air, switch to the True Dragon Sword and use the Flying Swallow to bring her down and inflict damage. She's very evasive, so this is the only time you should rely on the Flying Swallow.

MID-BOSS BATTLE: DAGRA DAI



Close-Range Abilities: Tentacle Spin, Tentacle Stab, Unblockable Throw

Long-Range Abilities: Lightning Bolt

Recommended Weapon: Enma's Fang, Level 3

Strategy: Dagra Dai stays in the air throughout half of the fight and has effective long-range and short-range attacks. He also summons Demon Spawn to aid him throughout the battle. Many of Dagra Dai's attacks are difficult to avoid no matter the distance.



Lightning Bolt



Tentacle Spin

Take out the Demon Spawn with an Art of the Inferno ninpo to get rid of them quickly, then focus on Dagra Dai until they respawn. If Dagra Dai uses the Lightning Bolt, jump continuously in one direction to avoid the attack. If you use the Reverse Wind, it will be too slow to dodge the entire Lightning Bolt attack. Be cautious because Dagra Dai can end his melee combos with the Lightning Bolt, so be ready to dodge at any point.

Tentacle Stab



Throw



When Dagra Dai floats into the air and remains stationary, keep your distance to avoid the Tentacle Stab. When he uses his melee combo, use the Reverse Wind to avoid all of the attacks, then quickly counterattack with the Broken Reincarnation combo (■ ■ ■ ■ ■ ▲). Shortly after each melee combo, Dagra Dai teleports away, so you must be quick. Any time Dagra Dai ends a combo with the Lightning Bolt, he uses the Tentacle Spin either before or after a teleport. You cannot block the Tentacle Spin, so stay away from Dagra Dai following his Lightning Bolt.

MID-BOSS BATTLE: ARCHFIEND—IMMATURE



Close-Range Abilities: Demon Beam, Blood Cough

Long-Range Abilities: Fist Slam, Mini-Fiends

Recommended Weapon: Fiend's Bane Bow

Strategy: The Archfiend's immature form does not pose much of a threat, but the circumstances of the environment turn this into a lengthy battle that requires more endurance than anything else. The Fiend's Bane Bow is the only way to attack the Archfiend, and you must aim at the Archfiend's head or the orb in the center of his body when it begins to glow. When the orb glows you can also use a ninpo art.

Mini-Fiends



When the Archfiend lets out a low-volume scream, a few Mini-Fiends attack from above. Use the Reverse Wind to avoid the Mini-Fiends without taking damage. The Archfiend often uses the Fist Slam right after sending out Mini-Fiends, so do not attempt to use the Fiend's Bane Bow until you are sure the Mini-Fiends have been defeated.

Fist Slam



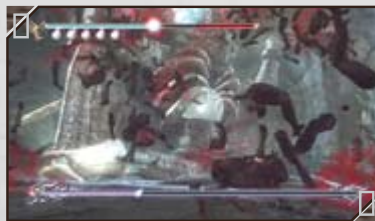
The Archfiend's Fist Slam can easily be avoided by staying on the opposite side of the fist being used. It inflicts a significant amount of damage and is not telegraphed, so stay in the middle between attacks to avoid it. Occasionally the Archfiend will use the Fist Slam two times consecutively, either alternating the side or using the same fist twice. Stay in the middle and watch his arms closely after the first Fist Slam to ensure that you are not hit by the second.

Demon Beam



When the Archfiend lowers its head, it is about to use the Demon Beam. Wait until the head lowers into position, then use a Wind Run or Reverse Wind to move to the opposite side to avoid the attack.

Blood Cough



Between the Archfiend's attacks, always attempt to go into first-person view and shoot an arrow at its head. The only exception to this is when it uses the Fist Slam after unleashing Mini-Fiends. After each successful arrow attack the Archfiend uses Blood Cough. Use the Wind Run or Reverse Wind to move away from your previous position to avoid the attack. It also uses Blood Cough randomly throughout the fight, but this attack is telegraphed. Watch the Archfiend's head: it looks up and appears to be choking.

When the Archfiend's health reaches approximately 50 percent, it begins to climb higher in the cave. Run to the left and use the Flying Bird Technique to climb all the way up to its new location. Several times, you must climb several ledges to reach the Archfiend and continue the battle. Along the way you will come across a container that holds an Herb of Spiritual Life.

When you reach the Archfiend, continue the same strategy as before. The Archfiend uses all of its previous attacks in addition to a Demon Beam that emits from the sphere in its lower chest. There is also an addition to the Fist Slam: the Archfiend sweeps its arm across the ground after slamming its fist down. Avoid this with a well-timed Wind Run.

BOSS BATTLE: ARCHFIEND

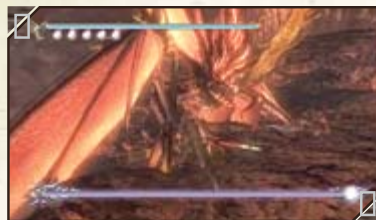


Close-Range Abilities: Throw, Fist Slam, Demon Beam

Long-Range Abilities: Flame Spire

Recommended Weapon: Enma's Fang, Level 3

Strategy: The final battle is not difficult, so long as you stay on the left side of the screen, just left of the Archfiend's fist when it's stationary. The Archfiend slams his fist on the ground many times in a row, causing a Flame Spire to sprout below Hayabusa. Evade it by using a well-timed Wind Run or Reverse Wind.



At close range, the Archfiend uses a modified version of the Demon Beam that sweeps across the stage but stops just short of the far-left side. Stay

on the far left to avoid the beam, but if you happen to be in the middle, wait until the beam nears Hayabusa, then use the Wind Run to jump over it.

When Hayabusa is right next to the Archfiend when it is on the ledge, it uses an unblockable throw that's very difficult to see coming. There is a slight pause before the Archfiend uses the throw, but if you aren't prepared to use the Wind Run to avoid it, there's no escape. After a successful throw, the Archfiend walks around on the ground. Attack it here, but be cautious of its feet, as it can kick Hayabusa to inflict damage.



Demon Beam

Start off the fight by running to the far left and attacking the Archfiend's hand with the Broken Reincarnation combo (■ ■ ♣ ■ ■ ■ ▲). Continue attacking until the Archfiend uses the Flame Spire. Avoid the Flame Spire, then go back to attacking. If you use the full combo, the Archfiend's throw almost always misses Hayabusa. In addition, if you stay on the far-left side, the Demon Beam will miss as well. These two factors make the battle exceptionally easy.

TIP

Ninpo magic automatically evades all of the Archfiend's attacks. If you are in a bind, use ninpo to avoid taking damage.

secrets & trophies

UNLOCKABLE CONTENT

MODES

UNLOCKABLE MODES

Mode	How to Unlock
Chapter Challenge	Clear Story Mode once on any difficulty.
Team Mission	Clear Chapter 1 on any difficulty.



STORY MODE

STORY MODE UNLOCKABLES

Unlocked Content	How to Unlock
Mentor Difficulty	Clear Story Mode once on Acolyte or Warrior difficulty.
Master Ninja Difficulty	Clear Story Mode once on Mentor difficulty.
Gold Health Gauge	Clear Story Mode once on Warrior or Master Ninja difficulty.



NOTE

The gold health gauge is visible in single-player or during co-op play.



TEAM MISSION MODE

TEAM MISSION MODE UNLOCKABLES

Character/Weapon/Ninpo	How to Unlock
Ayane	Clear Chapter 11 on any difficulty.
Momiji	Clear Chapter 5 on any difficulty.
Rachel	Clear Chapter 8 on any difficulty.
Blade of the Archfiend	Acquire the weapon in Chapter 17 on any difficulty.
Dragon's Claw and Tiger's Fang	Acquire the weapon in Chapter 6 on any difficulty.
Eclipse Scythe	Acquire the weapon in Chapter 7 on any difficulty.
Enma's Fang	Acquire the weapon in Chapter 4 on any difficulty.
Falcon's Talons	Acquire the weapon in Chapter 2 on any difficulty.
Howling Cannon	Acquire the weapon in Chapter 6 on any difficulty.
Kusari-gama	Acquire the weapon in Chapter 7 on any difficulty.
Lunar Staff	Acquire the weapon in Chapter 1 on any difficulty.
Tonfa	Acquire the weapon in Chapter 7 on any difficulty.
True Dragon Sword	Acquire the weapon in Chapter 14 on any difficulty.
Vigoorian Flail	Acquire the weapon in Chapter 3 on any difficulty.
Art of the Flame Phoenix	Acquire the ninpo in Chapter 3 on any difficulty.
Art of the Piercing Void	Acquire the ninpo in Chapter 6 on any difficulty.
Art of the Wind Blades	Acquire the ninpo in Chapter 4 on any difficulty.

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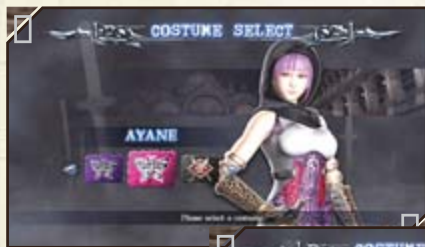
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CHARACTER COSTUMES

AYANE COSTUMES

Costume	How to Unlock
Ninja Gaiden Sigma	Clear Story Mode once on Warrior or Master Ninja difficulty.
Son Shokou	Clear 20 missions in Team Mission Mode.



*Ninja Gaiden
Sigma*



Son Shokou

HAYABUSA COSTUMES

Costume	How to Unlock
Ninja Dragon Sword Legend (Classic)	Clear 10 missions in Team Mission Mode.
Ninja Gaiden Sigma	Achieve Master Ninja ranking for 10 chapters in Chapter Challenge Mode.
Devil Hayabusa	Clear Story Mode once on Warrior or Master Ninja difficulty.
Choun Shiryu	Clear Story Mode once on Acolyte difficulty.



*Ninja Dragon
Sword Legend
(Classic)*



*Ninja Gaiden
Sigma*



Devil Hayabusa



Choun Shiryu

MOMIJI COSTUMES

Costume	How to Unlock
Training	Clear Story Mode once on Warrior or Master Ninja difficulty.
Sanzo Houshi	Achieve Master Ninja ranking for 30 chapters in Chapter Challenge Mode.



Training



Sanzo Houshi

RACHEL COSTUMES

Costume	How to Unlock
Cutie—Long Hair	Clear Story Mode once on Acolyte or Warrior difficulty.
Sweet Curl Hair	Clear Story Mode once on Acolyte or Warrior difficulty.
Short Wolf Hair	Clear Story Mode once on Acolyte or Warrior difficulty.
Chosen	Clear Story Mode once on Mentor difficulty.



Cutie—Long Hair



Sweet Curl Hair



Short Wolf Hair



Chosen

TROPHIES

TROPHY LIST

Trophy	Class	Description	Hidden	How to Unlock	Tips/Notes
Master of the Secret Arts	Platinum	Obtain all trophies.	No	Acquire all trophies.	
Learned the Reverse Wind.	Bronze	Successfully perform the Reverse Wind Technique.	No	Perform the Reverse Wind Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Furious Wind.	Bronze	Successfully perform the Furious Wind Technique.	No	Perform the Furious Wind Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Shadowless Footsteps.	Bronze	Successfully perform the Shadowless Footsteps Technique.	No	Perform the Shadowless Footsteps Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Flying Swallow.	Bronze	Successfully perform the Flying Swallow Technique.	No	Perform the Flying Swallow Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Flying Bird Technique.	Bronze	Successfully perform the Flying Bird Technique.	No	Perform the Flying Bird Flip Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Obliteration Technique.	Bronze	Successfully perform the Obliteration Technique.	No	Perform the Obliteration Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Ultimate Technique.	Bronze	Successfully perform the Ultimate Technique.	No	Perform the Ultimate Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Ultimate Guidance.	Bronze	Successfully perform the Ultimate Guidance Technique.	No	Perform the Ultimate Guidance Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Counterattack.	Bronze	Successfully perform the Counterattack Technique.	No	Perform the Counterattack Technique after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Unrivaled Soaring.	Bronze	Successfully perform the Unrivaled Soaring Technique.	No	Perform the Unrivaled Soaring Technique after acquiring the scroll.	The scroll is available in Chapter 3.
Learned the Invisible Path.	Bronze	Successfully perform the Invisible Path Technique.	No	Perform the Invisible Path Technique after acquiring the scroll.	The scroll is available in Chapter 3.
Learned the Izuna Drop.	Bronze	Successfully master the Izuna Drop Technique.	No	Perform the Izuna Drop Technique after acquiring the scroll.	The scroll is available in Chapter 2.
Learned the Guillotine Throw.	Bronze	Successfully master the Guillotine Throw Technique.	No	Perform the Guillotine Throw Technique after acquiring the scroll.	The scroll is available in Chapter 2.
Learned the Art of the Inferno.	Bronze	Successfully perform the Art of the Inferno ninpo.	No	Perform the Art of Inferno Ninpo after acquiring the scroll.	The scroll is available in Chapter 1.
Learned the Art of the Wind Blades.	Bronze	Successfully perform the Art of the Wind Blades ninpo.	No	Perform the Art of the Wind Blades ninpo after acquiring the scroll.	The scroll is available in Chapter 4.
Learned the Art of the Flame Phoenix.	Bronze	Successfully perform the Art of the Flame Phoenix ninpo.	No	Perform the Art of the Flame Phoenix ninpo after acquiring the scroll.	The scroll is available in Chapter 3.
Learned the Art of the Piercing Void	Bronze	Successfully perform the Art of the Piercing Void ninpo.	No	Perform the Art of the Piercing Void ninpo after acquiring the scroll.	The scroll is available in Chapter 6.
Completed Chapter 1.	Bronze	Successfully complete Chapter 1.	Yes	Clear Chapter 1 on any difficulty.	
Completed Chapter 4.	Bronze	Successfully complete Chapter 4.	Yes	Clear Chapter 4 on any difficulty.	
Completed Chapter 7.	Bronze	Successfully complete Chapter 7.	Yes	Clear Chapter 7 on any difficulty.	
Completed Chapter 10.	Bronze	Successfully complete Chapter 10.	Yes	Clear Chapter 10 on any difficulty.	
Completed Chapter 13.	Bronze	Successfully complete Chapter 13.	Yes	Clear Chapter 13 on any difficulty.	
Cleared the Path of the Acolyte.	Silver	Clear the game on the Path of the Acolyte.	Yes	Clear Story Mode on Acolyte difficulty.	
Cleared the Path of the Warrior.	Silver	Clear the game on the Path of the Warrior.	Yes	Clear Story Mode on Warrior difficulty.	
Cleared the Path of the Mentor.	Silver	Clear the game on the Path of the Mentor.	Yes	Clear Story Mode on Mentor difficulty.	
Cleared the Path of the Master Ninja.	Silver	Clear the game on the Path of the Master Ninja.	Yes	Clear Story Mode on Master Ninja difficulty.	

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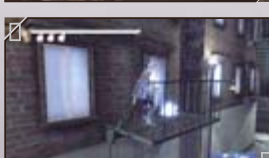
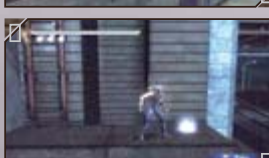

Trophy	Class	Description	Hidden	How to Unlock	Tips/Notes
Mastered the Path of the Acolyte.	Silver	Master the Path of the Acolyte.	Yes	Achieve Master Ninja ranking in all chapters of Chapter Challenge Mode on Acolyte difficulty.	
Mastered the Path of the Warrior.	Silver	Master the Path of the Warrior.	Yes	Achieve Master Ninja ranking in all chapters of Chapter Challenge Mode on Warrior difficulty.	
Mastered the Path of the Mentor.	Silver	Master the Path of the Mentor.	Yes	Achieve Master Ninja ranking in all chapters of Chapter Challenge Mode on Mentor difficulty.	
Mastered the Path of the Master Ninja.	Gold	Master the Path of the Master Ninja.	Yes	Achieve Master Ninja ranking in all chapters of Chapter Challenge Mode on Master Ninja difficulty.	
Feat of a Hundred Slashes	Bronze	Achieve a 100-hit combo with any weapon.	No	Get a 100-hit combo.	This trophy is easily obtainable in chapters 7, 12 and 13.
Feat of a Thousand Obliterations	Bronze	Defeat 1000 enemies using Obliteration Techniques.	No	Defeat 1000 enemies by Obliteration Technique.	
Feat of Ultimate Destruction	Bronze	Defeat 1000 enemies using Ultimate Techniques.	No	Defeat 1000 enemies by Ultimate Technique.	
Izuna Drop Master	Bronze	Successfully use the Izuna Drop on 1000 enemies.	No	Defeat 1000 enemies by Izuna Drop.	
Guillotine Throw Master	Bronze	Successfully use the Guillotine Throw on 1000 enemies.	No	Use the Guillotine Throw successfully on 1000 enemies.	
Dragon Sword Master	Bronze	Defeat 1000 enemies with the Dragon Sword.	No	Defeat 1000 enemies with the Dragon Sword, in any mode of play.	
Lunar Staff Master	Bronze	Defeat 1000 enemies with the Lunar Staff.	No	Defeat 1000 enemies with the	The weapon is available in Chapter 1. Lunar Staff, in any mode of play.
Falcon's Talons Master	Bronze	Defeat 1000 enemies with the Falcon's Talons.	No	Defeat 1000 enemies with the Falcon's Talons, in any mode of play.	The weapon is available in Chapter 2.
Dual Katana Master	Bronze	Defeat 1000 enemies with the Dual Katana.	No	Defeat 1000 enemies with the Dual Katana, in any mode of play.	The weapon is available in Chapter 6.
Kusari-gama Master	Bronze	Defeat 1000 enemies with the Kusari-gama.	No	Defeat 1000 enemies with the Kusari-gama, in any mode of play.	The weapon is available in Chapter 7.
Eclipse Scythe Master	Bronze	Defeat 1000 enemies with the Eclipse Scythe.	No	Defeat 1000 enemies with the Eclipse Scythe, in any mode of play.	The weapon is available in Chapter 7.
Tonfa Master	Bronze	Defeat 1000 enemies with the Tonfa.	No	Defeat 1000 enemies with the Tonfa, in any mode of play.	The weapon is available in Chapter 7.
Vigoorian Flail Master	Bronze	Defeat 1000 enemies with the Vigoorian Flail.	No	Defeat 1000 enemies with the Vigoorian Flail in any mode of play.	The weapon is available in Chapter 3.
Enma's Fang Master	Bronze	Defeat 1000 enemies with Enma's Fang.	No	Defeat 1000 enemies with the Enma's Fang in any mode of play.	The weapon is available in Chapter 4.
Ultimate Ninpo Master	Bronze	Chant 100 ultimate ninpo spells.	No	Use the Combined Ninpo 100 times in Team Mission Mode online or offline.	
Rescued 100 ninja.	Bronze	Rescue 100 people in need.	No	Rescue 100 partners in Team Mission Mode online or offline.	
Ayane mastered.	Silver	Defeat 1000 enemies with Ayane.	Yes	Defeat 1000 enemies with Ayane in any mode of play.	Ayane becomes playable in Team Mission Mode after clearing Chapter 11.
Momiji mastered.	Silver	Defeat 1000 enemies with Momiji.	Yes	Defeat 1000 enemies with Momiji in any mode of play.	Momiji becomes playable in Team Mission Mode after clearing Chapter 5.
Rachel mastered.	Silver	Defeat 1000 enemies with Rachel.	Yes	Defeat 1000 enemies with Rachel in any mode of play.	Rachel becomes playable in Team Mission Mode after clearing Chapter 8.
All missions successfully completed.	Gold	Successfully complete all missions.	No	Clear all missions in Team Mission Mode.	

NOTE

For more information on when to earn the Feat of a Hundred Slashes trophy, see Chapter 8.

crystal skull database

CRYSTAL SKULL DATABASE

Location	Skull Number	Notes	Screen Callout
Chapter 1, page 58	1	On a balcony after the Art of the Inferno ninpo is acquired	
Chapter 1, page 59	2	On an overpass with several Projectile Ninja	
Chapter 2, page 65	3	Underwater, below the bridge	
Chapter 2, page 68	4	On a shelf near the room with the large dragon head	
Chapter 3, page 71	5	On a flight of stairs after the Art of the Wind Blades is acquired	
Chapter 3, page 73	6	In a corridor immediately after acquiring the first Jewel of the Demon Seal	
Chapter 4, page 78	7	On a catwalk shortly after returning to street level	
Chapter 4, page 79	8	On a balcony after the first set of Flying Demons attacks	
Chapter 4, page 82	9	On a ceiling beam inside the base of the Statue of Liberty	

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Chapter 6, page 89 10 On a boat shortly after obtaining the Kusari-gama weapon



Chapter 6, page 89 11 On a table immediately following the first Earth Statue



Chapter 6, page 90 12 Underwater, down a side alley after going through the fountain



Chapter 7, page 95 13 On the roof near the beginning of the chapter



Chapter 7, page 98 14 Hidden under a guillotine after coming out of the cave



Chapter 7, page 101 15 Hidden in a bookcase inside the castle



Chapter 9, page 108 16 Hidden inside the control panel after the first Earth Statue



Chapter 9, page 109 17 In rubble approximately halfway through the chapter



Chapter 10, page 113 18 Sitting in the snow just after a series of land mines



Chapter 10, page 114 19 Next to a candle on a set of stairs



Chapter 10, page 115 20 Inside the train



Chapter 10, page 117	21	On a gear in the clock tower
Chapter 12, page 122	22	On the far-right platform during the lakefront Heavy Artillery Ninja assault
Chapter 12, page 123	23	Next to the Muramasa Shop after a series of tree branches
Chapter 12, page 124	24	On the far side of the pond after several Zombies and Worms attack
Chapter 12, page 125	25	Underwater, after a cut scene with dead Melee Ninja
Chapter 13, page 130	26	On an overhead platform immediately after using the Invisible Path Technique
Chapter 13, page 130	27	At the bottom of the stairs, to the left, after Flying Demons and Half-Dragon Demons attack
Chapter 14, page 135	28	At the end of the alley after fighting three Shadow Ninja Rasetsu enemies
Chapter 14, page 136	29	Hidden in a shack on the right after going through an underwater tunnel
Chapter 14, page 137	30	At the very bottom of the cliff after dropping down the well

NOTE

Exact details of the location of each Crystal Skull are found in Chapter 8 "Path of the Ninja"

PRIMA OFFICIAL GAME GUIDE

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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of Tekken, Super Puzzle Fighter II Turbo HD Remix, or Final Fantasy XI.



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